

Y10 2018-20 – 2 Year Plan

Course breakdown



RIDGEWOOD
SCHOOL

Dates	Summer 2:2 4 Weeks	Autumn 1:1 8 Weeks	Autumn 2:2 7 Weeks	Spring 1:1 6 Weeks	Spring 2:2 7 weeks	Summer 1:1 – new timetable 7 weeks
Knowledge/ Skills	<p>Camera techniques to record digital video</p> <ul style="list-style-type: none"> -camera shots (long, medium, close up) <p>Camera movement (pan/ tilt, tracking, dolly)</p> <p>Changing camera settings (lighting)</p>	<ul style="list-style-type: none"> -The uses and properties of digital video -file formats -The sectors in which digital video are used -interpreting clients requirements -target audience needs and requirements -work plan -legislation in relation to the creation of digital videos - Equipment used to create digital videos - Storyboard and Script creation - Collect and source own footage -prepare footage for use -collect and source assets -prepare assets for use - Video techniques -save and export -Review of the digital video 	<ul style="list-style-type: none"> - Video techniques -save and export -Review of the digital video -next steps and improvements <p>The uses and properties of digital graphics</p> <ul style="list-style-type: none"> -The sectors in which digital graphics are used -file formats -Interpreting clients requirements -target audience needs and requirements -work plan 	<ul style="list-style-type: none"> - Equipment used to create digital graphics -legislation in relation to the creation of graphics - Visualisation diagram creation - Software editing techniques -Development of the digital graphic -Review of the digital graphic -next steps and improvements 	<ul style="list-style-type: none"> -Investigation into 2D and 3D software to create digital games -file formats -Hardware and peripherals to create and test digital games -interpreting clients requirements -target audience needs and requirements - key aspects of the game -legislation in relation to the creation of digital games -work plan - plan of pathways - algorithms to be used 	<p>The development of the game</p> <ul style="list-style-type: none"> -importing assets -controls -interaction -collision detection -variables -save and export -Review of the digital game -Praise & next steps

Key assessment						
Key assessment linked to REG?	Key assessment linked to REG?	no	CF1	CF2	CF3	CF4
Assessment deadlines/ coursework	n/a	CF1 window	CF2 window	CF3 window	CF4 window	n/a
Home learning	Footage recording and assets collection homework	R089 HW Sheets	R089 HW Sheets	R082 HW Sheets	R092 HW Sheets	R092 HW Sheets

Dates	Summer 2:2	Autumn 1:1	Autumn 2:2	Spring 1:1	Spring 2:2	All content to be finished	Summer 1:1
Knowledge/ Skills	<ul style="list-style-type: none"> -Review a pre-production document (e.g. for format, style, clarity, suitability of content for the client and target audience) -Identify areas for improvement in pre-production documents (e.g. colour schemes, content, additional scenes) 	<ul style="list-style-type: none"> -The purpose and use of preproduction documents (Mood board, Mind Map, Storyboard, Script and Visualisation Diagram) -The content of preproduction documents - The creation of preproduction documents 	<ul style="list-style-type: none"> -Interpret clients requirements for pre-production documents -Identify timescales for preproduction documents -Primary and secondary sources -The creation of work plans -The importance of identifying target audience and how they can be categorised -Hardware and software - Health and Safety in the work place - Legislation 	<ul style="list-style-type: none"> -Review a pre-production document (e.g. for format, style, clarity, suitability of content for the client and target audience) -Identify areas for improvement in pre-production documents (e.g. colour schemes, content, additional scenes) 	Revisit coursework		

Key assessment?	Y11 Exams - July		Y11 Mocks - Dec	Y11 Exam January			
Key assessment linked to REG?		CF1	CF2	CF3	CF4		
Assessment deadlines/ coursework		CF1 window	CF2 window	CF3 window	CF4 window		
Home learning		LO1 HW Sheets The purpose of preproduction documents	LO2 & LO3 HW Sheets Planning and creating preproduction documents				