

Curriculum intent (overview) – To deepen students’ skills and knowledge through a broad and balanced curriculum which prepares students for adulthood.

10V – Venture Curriculum –Media & ICT/4 Lessons weekly

Year	2022 – 2023 Autumn 1 Unit 1	2022 – 2023 Autumn 2 Unit 2	2022 – 2023 Spring 1 Unit 3	2022 – 2023 Spring 2 Unit 4	2022 – 2023 Summer 1 Unit 5	2022 – 2023 Summer 2 Unit 6
	<p>Topic: Animated Film TLM IT User Skills Level 1, Unit 102 - Digital Editing and Publishing (4 credits)</p> <p>Suggested Key Questions: How can we adapt/ alter page layouts? How can you input text and information into your document? How can you edit an image using publisher?</p> <p>Key Skills and Knowledge: rotation / cropping colour changes Manipulating Grouping Layers Use of basic shapes Use of stencils Text/letting Effects Image formats.</p>	<p>Topic: Animated Film TLM IT User Skills Level 1, Unit 102 - Digital Editing and Publishing (4 credits)</p> <p>Suggested Key Questions: How can you edit an image? How do you select an image to use? What font reflects the theme? Why are posters/ flyers important? What needs to be communicated?</p> <p>Key Skills and Knowledge: rotation / cropping colour changes Manipulating Grouping Layers Use of basic shapes Use of stencils Text/letting Effects Image formats</p>	<p>Topic: Animated Film TLM IT User Skills Level 1, Unit 105 - Digital Design and Graphics (4 credits) (maps to level 2)</p> <p>Suggested Key Questions: 1. Can you plan the use of appropriate IT systems and software to source content for designs? 2. Can you use IT systems and software efficiently to organise the content of the design? 3. Can you use IT tools to export to suitable finished states.</p> <p>Key Skills and Knowledge: rotation / cropping colour changes Manipulating Grouping Layers Use of basic shapes Use of stencils Text/letting Effects Image formats.</p>	<p>Topic: Animated Film TLM IT User Skills Level 1, Unit 105 - Digital Design and Graphics (4 credits) (maps to level 2)</p> <p>Suggested Key Questions: 1. Can you plan the use of appropriate IT systems and software to source content for designs? 2. Can you use IT systems and software efficiently to organise the content of the design? 3. Can you use IT tools to export to suitable finished states.</p> <p>Key Skills and Knowledge: rotation / cropping colour changes Manipulating Grouping Layers Use of basic shapes Use of stencils Text/letting Effects Image formats.</p>	<p>Topic: Animated Film TLM IT User Skills Level 1, Unit 103 - Digital Modelling (4 credits maps to level 2)</p> <p>Suggested Key Questions: Can you use a modelling application to edit and organise data? Can you use appropriate tools, methods and feedback to build a model? Can you use it tools to present a model to an audience?</p> <p>Key Skills and Knowledge: Finance awareness Planning Research Excel Formulas Income and expenditure</p>	<p>Topic: Animated Film TLM IT User Skills Level 1, Unit 103 - Digital Modelling (4 credits maps to level 2)</p> <p>Suggested Key Questions: Can you use a modelling application to edit and organise data? Can you use appropriate tools, methods and feedback to build a model? Can you use it tools to present a model to an audience?</p> <p>Key Skills and Knowledge: Finance awareness Planning Research Excel Formulas Income and expenditure</p>
Links to Gatsby Benchmarks:	3. Magazine layout designer	3. Animator	3.Animator	3.Animator	3.Digital artist	3.Web designer

	Advertising director Typographer	Digital artist Digital illustrator Web designer	Digital artist Digital illustrator Web designer	Digital artist Digital illustrator Web designer	Digital illustrator Web designer Sign writer Magazine layout designer Advertising director Typographer	Advertising director
--	-------------------------------------	---	---	---	---	----------------------