

**Cycle 1 Homework**

**Subject: Creative iMedia**

**Year 10**

This cycle you are learning: RO81 – Pre Production Skills

|  |  |
| --- | --- |
| **Week of cycle** |  |
| 1 | Knowing your target audience |
| 2 | Copyright Laws |
| 3 | Primary & Secondary Research |
| 4 | Hardware & Software used in producing pre-production documents |
| 5 | Mind Maps |
| 6 | Mood Boards |
| 7 | Visualisation Documents |
| 8 | Assessment |
| 9 | Planning your work |

**Rationale for home work this term:**

* **To consolidate in class learning**
* **To secure your knowledge of key topics**
* **To practice skills related to your assessment**

**Expectations**

* **Complete 1 homework task per week.**
* **Your homework will be peer marked and marked online.**
* **It must be completed by the due date or you will receive an automatic 60-minute detention.**

**Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Teacher \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Week 1 – Knowing your target audience**

**Due: Week 2, lesson 3, date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Success criteria:**

* **TBAT identify the target audience for different products.**
* **TU why knowing who your target audience are is important.**

**Assessment method:**

* **Peer Assessment.**

**Task:**

**Explain who you think the target audience is for each app.**



Age range:

Gender:

Justify your choices:



Age range:

Gender:

Justify your choices:

Age range:

Gender:

Justify your choices:



Explain why it is important to know who your target audience are for the product you are designing.

**Week 2 – Copyright Laws**

**Due: Week 3, lesson 3, date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Success criteria:**

* **TBAT answer all knowledge-based questions.**
* **TBAT answer revision knowledge-based questions.**

**Assessment method:**

* **Online quiz.**

 **Task:**

|  |  |
| --- | --- |
|  | **Score:**  |

**Week 3 – Primary & Secondary Research**

**Due: Week 4, lesson 3, date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Success criteria:**

* **TBAT answer all knowledge-based question.**
* **TBAT answer revision knowledge-based questions.**

**Assessment method:**

* **Peer Assessment**

|  |  |  |
| --- | --- | --- |
|  | **Primary Research** | **Secondary Research** |
| **Meaning/****Definition** |  |  |
| **Time taken** |  |  |
| **High or Low Cost?** |  |  |
| **Typical methods used.** |  |  |

**Week 4 – Hardware**

**Due: Week 5, lesson 3, date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Success criteria:**

* **TBAT choose suitable hardware for graphic design tasks.**
* **TBAT justify your choice of hardware.**

**Assessment method:**

* **Peer Assessment.**

**Research into suitable hardware for a graphic designer, complete the table below:**

|  |  |  |
| --- | --- | --- |
| **Hardware** | **My recommendation for a graphic designer (name of product)** | **Why I have chosen it (justification)** |
| **Tablet & Stylus** |  |  |
| **Desktop PC** |  |  |
| **Camera** |  |  |
| **Printer** |  |  |
| **Scanner** |  |  |
| **Graphics Tablet** |  |  |

**Week 5 – Mind Maps**

**Due: Week 6, lesson 3, date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Success criteria:**

* **TBAT create a mind map for a given topic.**

**Assessment method:**

* **Peer Assessment.**

**Task: Create a mind map to show your ideas for a video game aimed at increasing boy’s literacy: (Use words and pictures).**

**Week 6 – Mood Board**

**Due: Week 7, lesson 3, date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Success criteria:**

* **TBAT create a mood board for a given project.**

**Assessment method:**

* **Peer Assessment.**

**Task: Using various different media, create a mood board for the computer game aimed at increasing boy’s literacy. (Use words and pictures). Include ideas for fonts, colours, characters, backgrounds/worlds, activities.**

**Week 7 – Visualisation Documents**

**Due: Week 7, lesson 3, date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Success criteria:**

* **TBAT create a visualisation document for a given project.**

**Assessment method:**

* **Peer Assessment**

**Task: Create a visualisation diagram for a DVD cover for the computer game to increase boy’s literacy. Remember to annotate your diagram to explain and justify the contents of your design.**

**Week 8 – Revision for the assessment**

**Due: Week 8, lesson 3, date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Success criteria:**

* **TBAT to revise the content of the RO81 unit that has been covered so far.**

**Assessment method:**

* **Peer Assessment**

**Task: Make a mind map or revision notes to help you revise the content of this unit you have covered so far.**