

The Technology curriculum is broken down into 3 sub-areas of Computing, Design & Technology and Food Technology. Within each sub area the assessed competencies centre around Designing, Making and Knowledge, which will be formally assessed during each rotation. Each student will explore the curriculum as a 12-week rotational scheme, enabling a breadth of skills to be experienced creatively in the whole of Key Stage 3.

Mid-Year Expectations		End of Year Expectations
Higher Prior Attainer	<p>Working in Creative iMedia.</p> <ul style="list-style-type: none"> • How age ratings influence overall brand & visual identity. • Identify genres and demographics of products. • Identify digital media types and the way they influence society. <p>Working with computing.</p> <ul style="list-style-type: none"> • Use basic HTML to produce and link components. • Understand workflow between departments. • Identify key elements in pre-production documents. 	<p>Working in Creative iMedia.</p> <ul style="list-style-type: none"> • Manipulate, morph and animate images, text and shapes in Animate. • Create and manipulate layer styles in Photoshop. • Use text tools for 3D and Chrome effects to enhance products. • Edit and sync video and music with effects to develop a narrative. • Use formal and informal client briefs to develop individual and strong visual branding. • Use evaluative techniques to develop summaries. <p>Working with computing.</p> <ul style="list-style-type: none"> • Use HTML and interactive components to produce a linked website. • Repurpose existing graphic elements to fulfil client requirements. • Explore pixel and PPR/DPI properties for client briefs. • Utilise advanced software techniques to display work and research. • Use resources to back up arguments and findings.



Mid-Year Expectations		End of Year Expectations
<p>Middle Prior Attainer</p>	<p>Working in Creative iMedia.</p> <ul style="list-style-type: none"> • Understand PEGI and BBFC age ratings and film classifications. • Identify genres and key elements of genres. • Identify digital media roles. <p>Working with computing.</p> <ul style="list-style-type: none"> • Use basic HTML to produce static documents. • Import and manipulate data in relevant programs. • Explore client briefs and interpret them. • Understand how to research and create a bibliography. • Develop pre-production documentation using relevant software. 	<p>Working in Creative iMedia.</p> <ul style="list-style-type: none"> • Students will be able to independently use Adobe CC software to load/manipulate and enhance media. • Students will be able to independently select and use appropriate applications to create suitable projects and export them in appropriate media types. • Students will be able to independently evaluate, test and refine their project to ensure maximum adherence to a client brief. <p>Working with computing</p> <ul style="list-style-type: none"> • Choose suitable programs to list, value and create new data to output in raw XML formats. • Work with different programs to create suitable graphic elements for promotional materials. • Evaluate and improve pupils work based on an interpretation of a client brief.



Mid-Year Expectations		End of Year Expectations
<p>Lower Prior Attainer</p>	<p>Working in Creative iMedia.</p> <ul style="list-style-type: none"> • Recognise PEGI and BBFC as organisations. • Identify a genre and an element of that specific genre. • Be able to open and manipulate an image or graphic in Adobe CC applications. <p>Working with computing.</p> <ul style="list-style-type: none"> • Choose a suitable application for developing content. • Create data using Microsoft applications. • Explore client briefs and interpret them. • How to reference your quotes • Develop basic pre-production documentation. 	<p>Working in Creative iMedia.</p> <ul style="list-style-type: none"> • Find and save suitable images and file formats. • Import into suitable Adobe CC software packages. • Make basic manipulation using transform and resize tools. • Change colour and layer effects. • Export and save using suitable naming conventions. • Animate basic shapes using key frames. • Analyse components of formal and informal client briefs <p>Working with Computing.</p> <ul style="list-style-type: none"> • Choose suitable programs to collect, categorize and export suitable data. • Prepare and produce basic pre-production documents to support development and making of a digital media product.

