







# SUBJECT GCSE Digital Technology Year 10 LP3

<p><b>This half term: Skills, Knowledge and Understanding to be developed:</b>          By the end of this half term I will begin to complete my Unit 2 Coursework, and my ability to:</p> <ul style="list-style-type: none"> <li>• Skills – I will be able to create simple images using photoshop/Animate</li> <li>• Knowledge – I will know how copyright is considered when creating assets</li> <li>• Understanding – Students will use their knowledge and understanding to design and start to develop an Animation.</li> </ul>		<p><b>Key Terms / Words:</b>          Alt images, warp, bone tool, gradient, texture, camera tool, timeline, assets, import, export, layers, symbols</p>	
<p><b>LP 3 – Week 1 Learning Outcomes:</b></p> <ul style="list-style-type: none"> <li>• Students should use feedback from test users in order to produce comprehensive detailed designs.</li> <li>• Students will use their understanding to make final decisions of their choices of web design.</li> </ul>		<p><b>Success Criteria:</b></p> <ol style="list-style-type: none"> <li>1. Students take on feedback to create detailed designs.</li> </ol>	<p><b>Homework LP3: 1</b></p>
<p><b>LP 3 – Week 2 Learning Outcomes:</b></p> <ul style="list-style-type: none"> <li>• Students will be able to use Animate to create a variety of assets for their animation.</li> <li>• Students will have created an asset table</li> </ul>		<p><b>Success Criteria:</b></p> <ol style="list-style-type: none"> <li>1. Students will be able to create shapes, adjust colour and gradient and export to asset.</li> </ol>	<p><b>Homework LP3: 2</b></p>
<p><b>LP3 – Week 3 Learning Outcomes:</b></p> <ul style="list-style-type: none"> <li>• Students will continue to create their digital assets.</li> </ul>		<p><b>Success Criteria</b></p> <ol style="list-style-type: none"> <li>1. Students will have completed their basic assets</li> </ol>	<p><b>Homework LP3: 3</b></p>
<p><b>LP 3 – Week 4 Learning Outcomes:</b></p> <ul style="list-style-type: none"> <li>• Students will know how to create their main character for the animation.</li> </ul>	<p><u>APP</u> Grade</p>	<p><b>Success Criteria:</b></p> <ol style="list-style-type: none"> <li>1. Students will have symbols for all of their character elements.</li> </ol>	<p><b>Homework LP3: 4</b>          Create a primary sound file for their animation.</p>
<p><b>LP 3 – Week 5 Learning Outcomes:</b></p> <ul style="list-style-type: none"> <li>• Students will be able to import sound and create new sound assets.</li> </ul>		<p><b>Success Criteria:</b></p> <ol style="list-style-type: none"> <li>1. Students will have completed their assets log</li> </ol>	<p><b>Homework LP3: 5</b></p>
<p><b>LP 3 – Week 6 Learning Outcomes:</b>          Students will be know how to create different scenes in their animations.</p>	<p><u>SA</u> Grade</p>	<p><b>Success Criteria:</b></p> <ol style="list-style-type: none"> <li>2. Students will have completed their original three scenes.</li> </ol>	<p><b>Homework LP3: 6</b></p>