/Computing@Balcarras_



SUBJECT			YEAR	TERM
Creative Media			7	3
UNIT				
	Abstract	Animals		
	INTE	NT		
PRIOR LEARNING (TOPIC) This unit leads di Postcards.	rectly on f	from the previou	us graphic desig	gn unit, Picture-Perfect
Pupils will use and build upon the basic skills however, the focus shifts to the effective use of artwork of an animal only using geometric selected colour palette.	of shapes	and colour. Spe	cifically, pupils	have to create a piece
FUTURE LEARNING (TOPIC): Quote Poster				
IMPLEMENTATION			IMPAC	
 Throughout the unit pupils will learn how to: Use simple tools in CorelDraw to: Manipulate images. Create lines and shapes. Align content. Apply colour theory concepts, such as: Monochromatic Analogous Complementary 		 Assessment: Pupils will submit their finished artwork along with a supporting document explaining the design choices they made. This will be assessed on these three main areas: Quality of product Quality of supporting evidence Overall effort A combination of these three factors will be used to 		
		form a 9-1 style grading for the project.		
HOW CAN PARENTS HELP AT HOME? Although the software we use, CorelDraw, is re example is Inkscape, which can be downloade tutorials to further improve their graphic desi HELPFUL READING/FURTHER DISCUSS	ed at hom gn skills.			•
READING/EXTRA-LEARNING	CAREERS			WIDER SKILLS
There are an enormous number of online courses and tutorials to help pupils develop their graphic design skills further.	The most obvious career from this unit is graphic design. However, the skills developed in this unit also lead into other creative careers, such as architecture and animation.		lowever, the unit also lead	Digital Literacy Creative Thinking
Visit the Next Steps section of the Computing department's Firefly page for more details.			ion.	
VOCABULARY Shape, Polygon, Anchor, Monochromatic, Ana	alogous. C	Complementary		
- Anchor, Monochiomatic, Anc	alogous, C	omplementary		