



Hardware and software and computational thinking		
Week Commencing	Learning	Assignment completion
1 st June Colour Combinations and Typography	<ul style="list-style-type: none"> • Choose colour combinations for your interactive media product. • Choose typography for your interactive media product • Examine any problems that arise and create solutions to solve them 	<p>Activity 1: Colour combinations, students will look at the different colour combinations and give a description of the colour combinations they'll use in their interactive media product.</p> <p>Activity 2: Typography – Students remind themselves of the different types of fonts and then look at the different font combinations that work together on a website.</p> <p>Video Tutorial is provided for the students.</p>
8 th June Asset Choices and Referencing	<ul style="list-style-type: none"> • Explain what an asset is in relation to the production of an interactive media product • Source assets required for the production of an interactive media product • Create assets required for the production of an interactive media product 	<p>Activity 1 – Students identify what is meant by an asset. Students will also identify what assets there could be on a webpage.</p> <p>Activity 2 – Students to collate information about the following:</p> <p>Asset Choice Primary/Secondary Source Source Editing Required Where it will be used</p> <p>Video Tutorial is provided for the students.</p>
15 th June File and Folder Structures	<ul style="list-style-type: none"> • Explain what directory/folder structures are • Describe what directory/folder structures are used for • Choose the most appropriate type of directory/folder structure to use 	<p>Students will be required to establish the difference between a parent-child folder structure.</p> <p>Students will be required to identify what makes a good file/folder structure and why it is important to name the files properly.</p> <p>Students will be shown how to develop a good folder structure.</p> <p>Video Tutorial is provided for the students.</p>
22 nd June	<ul style="list-style-type: none"> • Explain what file types are • Identify different file types • Describe how file types are used 	<p>Students should identify the different file types there are for an intended purpose (From Unit 2)</p> <p>Students should demonstrate which file types would be for a particular application such as Movie = MP4 Sound MP3</p>



	<ul style="list-style-type: none"> • Identify what exporting options are and how they are used • Choose the file type and exporting option most suitable to their needs 	<p>Students should demonstrate what the difference is between lossy and lossless compression along with the file types that are associated with it.</p> <p>Students will learn how it is important to export files into the correct format as it may need to work in a certain software program.</p>
<p>29th June</p> <p>Hardware Solutions</p>	<ul style="list-style-type: none"> • Describe a range of hardware solutions • Identify the features associated with a range of hardware solutions • Choose the most appropriate hardware solutions that will meet your needs 	<p>In Unit 1 you experimented with different hardware solutions, which included:</p> <p>Scanners Cameras Computer specifications Graphics card Soundcard/video card Graphics tablet</p> <p>How can you link this experimentation with what you are going to do for the actual project. Which pieces of hardware do you plan to use and why?</p>
<p>6th July</p> <p>Software Solutions</p>	<ul style="list-style-type: none"> • Describe a range of software solutions • Identify the tools associated with a range of software solutions • Choose the most appropriate software solutions that will meet your needs 	<p>Students will need to identify with justifications which software is going to be used for producing assets for the interactive media product.</p> <p>When looking at the work I will be looking for answers with the following questions:</p> <p>Which hardware did you choose? How do you think having this information will help you when you start creating your interactive media product?</p>
<p>13th July</p> <p>User and Target Audience</p>	<ul style="list-style-type: none"> • Understand that audiences/end users have specific needs • Identify the needs of the audiences/end users that will use your product • Understand the needs of the audiences/end users that will use your product 	<p>Students will need to understand that every end user/audience is different and it's important that you have a really good understanding of what your end user/audience is expecting so that your product meets their needs.</p> <p>Accessibility Playability User Experience</p>