



Year 10

Originating ideas in response to a design brief

- Understand the requirements of the brief and show **creativity** in interpreting them
- Assess a range of **alternative solutions** within the interactive media environment
- Have a **comprehensive understanding** of the terminology required
- Make **critical judgement** when selecting ideas for development
- Demonstrate **creativity, fluency and originality** in communicating and recording ideas

Understanding and exploring a variety of media products and processes

- Conduct an investigation into a range of software with **originality and initiative**
- Show a **perceptive understanding** of the different methods for capturing images and their features
- Show **comprehensive** investigation skills
- Investigate a broad range of manipulation techniques demonstrating a **comprehensive understanding**

Investigating the creative use of moving image through interactive media

- Investigate use and function of a range of moving image products with **creativity and initiative**
- Show a perceptive understanding of how moving image products enhance the user experience.
- Independent thought, creativity and a sense of purpose is used to create video clips
- Investigate a range of animations then skilfully/convincingly create an animation for a product
- Skilful and convincing video clips produced with a perceptive understanding of impact on product

Year 9

Originating ideas in response to a design brief

- Demonstrate a **critical understanding** in your interpretation of the brief
- Have a **familiarity** of the terminology required
- Show a **critical understanding** of your work which informs the development process
- Demonstrate a **critical understanding** in reviewing a range of methods for recording work

Understanding and exploring a variety of media products and processes

- Conduct an investigation into a range of software demonstrating **critical understanding** their use and function
- Show a **critical understanding** of the different methods for capturing images and their features
- Use a broad range of image manipulation techniques

Investigating the creative use of moving image through interactive media

- Demonstrate a **critical understanding** of the effects of moving image products
- Show a **critical understanding** of how moving image products are used to enhance the user experience
- **Experiment** in the creation and implementation of video clips
- Create an animation for a product, after investigating a range of animations and their effects
- Experiment with a range of video production demonstrating an understanding of their application