

Y9 STEAM: Photoshop

You will learn about:

- How purpose and audience influence the design and layout of a digital graphic
- Understanding the design elements- colour, composition, white space and styles
- Creating and sourcing assets including simple photography.
- Producing a visualisation diagram of assets
- Using a range of tools on Photoshop.

<p><u>Lesson Overview</u></p> <p>Analysing a digital graphic to understand how purpose and audience influence the design and layout of a digital graphic.</p> <p>Gain and understanding of the Design elements</p> <p>To understand the function of the different tools available on Photoshop</p> <p>To experiment and explore tools on Photoshop to create a simple product</p> <p>To understand how layers are used to create images on Photoshop</p> <p>Create a visualisation diagram that responds to a brief</p> <p>To understand how to capture photos that are appropriate for your brief and source other assets needed to respond to the brief.</p> <p>To use Photoshop to respond to a brief.</p> <p>To explain how successfully you have used the tools and functions of Photoshop</p> <p>To reflect and respond to DIT to improve your product using Photoshop</p>	<p><u>Key Words</u></p> <p>Audience – viewers, listeners and readers of a media text. Often there is a primary audience and a secondary audience.</p> <p>Purpose- What is it used for- the reason</p> <p>Experiment- try out new ideas or methods.</p> <p>Explore- inquire (a subject) in detail to examine or evaluate its outcome.</p> <p>Genre – the type or category of a media text.</p> <p>Magazine- a periodical publication containing articles and illustrations, often on a particular subject or aimed at a particular readership</p> <p>Asset- Images, logos and text information that are used as part of the digital graphics</p> <p>Visualisation diagram- A drawing or sketch of what the final static image product is intended to look like</p> <p>Composition- The layout of the combined elements</p>
<p><u>Cross curricular links</u></p> <p><u>SMSC:</u> to think creatively to design products for a potential audience. Work with other people to include their thoughts and ideas.</p> <p><u>Literacy:</u> use correct SPAG to analyse how purpose and audience influence design, using key media terminology within the magazine.</p> <p><u>Numeracy:</u> problem solving, breaking down problems into smaller parts</p>	

SUCCESS CRITERIA

Highlight your starting point for each skill in **PINK**, at the end of the project highlight where you think you got to in **BLUE**.

Grade Range	Creativity	Understanding of tools	
0	I presented no work.	I presented no work.	
1	<p>WWW: I can develop some ideas using existing examples and try to make my own changes to them.</p> <p>EBI: I need to make my designs my more my own and try to bring something new into them.</p>	<p>WWW: I know which tools or software to select and can use them for basic tasks safely (with hand tools or computer software).</p> <p>EBI: I need to be able to choose the correct tools (hand tools or software) and understand the risks.</p>	
4	<p>WWW: I can develop and show some fresh ideas and my examples are mostly developed by myself.</p> <p>EBI: I need to use other peoples examples and ideas more for inspiration than copying and develop my own style.</p>	<p>WWW: I can select the correct tools (hand tools or software) and know the risks of that tool.</p> <p>EBI: I need to expand my knowledge and features of different tools (hand and software).</p>	
6	<p>WWW: I use examples only as a start point and can develop numerous different options from there. My final ideas clearly show my own personality and style.</p> <p>EBI: I need to try and produce alternative unique ideas that accurately meet the design requirements.</p>	<p>WWW: I can make good choices in my selection of tools (hand tools and software) for safe and efficient use. I have a good understanding of their purpose.</p> <p>EBI: I need to expand my knowledge and purpose of a wider range of tools and equipment so I can work more effectively.</p>	
8	<p>WWW: I can develop multiple new ideas and options that accurately meet the design requirements. My solutions are highly innovative, unique and purposeful.</p>	<p>WWW: I know the pros and cons of different tools (hand tools and software) and can make clear decisions on which to use for safety and efficiency. I have an excellent understanding of how they work and their capabilities.</p> <p>EBI: I can expand my knowledge and understanding of tools (hand\machine and software tools) that are used in the real world.</p>	

