Plan 1

(Creative iMedia)

Week	Revision plan for half term	Homework	Resources
1 (13th February to 17th February)	Planning Documents (Learning Outcome 1) … Visualisation Diagrams Mind Maps Mood Boards Project Plans Storyboards Scripts	Answer the revision questions below	Blue Square Thing Knowledge Organisers - below

KNOWLEDGE ORGANISER :: MIND MAPS

CONTENT OF A MIND MAP

- Central node with main theme
- Sub-nodes with related general ideas
- Sub-sub-nodes with specific ideas
- Links between nodes
- Text to show ideas
- Sometimes Images

KEY VOCABULARY

Node : An idea in a mind map

Sub-node : A node which is further away from the central node (ie Menu is a sub-node of Website. Info is a sub-node of Menu)

Link : A connection between nodes

General : Relating to lots of things

Specific : Relating to few things

PURPOSE OF A MIND MAP

The purpose of a mind map is to generate initial ideas, develop and expand on ideas and visually display how ideas relate to each other.

KNOWLEDGE ORGANISER :: MOOD BOARDS

MOODBOARD CONTENT

Digital Mood Board	Physical Mood Board
Created on a Computer	Created by Hand
Images	Images
Colours	Colours
Colour Schemes	Colour Schemes
Font Styles / Formatting	Font Styles / Formatting
Graphics	Graphics
Textures / Fabrics	Sounds
	Video
	Animation

KEY VOCABULARY

Generation : To create

Development : To make improvements / changes

Physical : Created on paper

Digital : Created using a computer

PURPOSE OF A MOOD BOARD

The purpose of a mood board is to generate ideas, develop ideas, communicate ideas and share a mood or feeling.

KNOWLEDGE ORGANISER :: VISUALISATION DIAGRAMS

PURPOSE OF A VISUALISATION DIAGRAM

The purpose of a visualisation diagram is to show how a finished product will look, to plan the layout and design for a product, show how the end user will interact with the product and give the graphic designer a clear outline of how the product needs to look.

KET VOCABULARY

Graphics : Images made of simple shapes and colours

Layout : The way parts of something are arranged

Interacticity : The way something reacts with something else (eg what a button would do on a webpage)

VISUALISATION DIAGRAM CONTENT

Visualisation diagrams can be physical (drawn on paper) or digital (created on a computer).

The content of visualisation diagrams includes ...

- Images and graphics
- The layout (where things are places)
- Sizes of images
- Font styles and sizes
- Colours and colour schemes
- Annotations
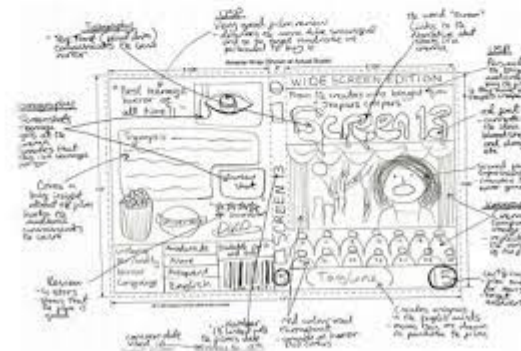
Exam Questions Question 1

ProgressWalk is developing a smartphone health app to encourage adults to exercise more by walking around their local town instead of driving. Players will score points by uploading photos of themselves standing outside local buildings with the GPS coordinates attached. Different buildings and locations will score different points and players can exchange their points for healthy food and drink in local shops.

You have been asked to create a physical mood board for the new smartphone health app to take to the first development meeting.
Identify **three** items that could be included in the physical mood board.
   1
   2
   3

[3]

ProgressWalk would like to see some designs for the smartphone health app home screen at the development meeting.
   (i)   Identify the most suitable pre-production document for this purpose.

[1]
(ii) Explain why this is the most suitable document to take to the meeting.

[2]

Exam Questions Question 2

Create a visualisation diagram of the rewards screen of the smartphone health app.   Marks will be awarded for:
content;
layout;
fitness for purpose;
annotations to justify decisions.

[9]