MAGHULL HIGH SCHOOL – CURRICULUM MAP



HALF TERM 1 Nov - Dec	Lesson 1	Lesson 2	Lesson 3	Lesson 4	Lesson 5	Lesson 6	Lesson 7
TOPIC (S)	How do we create 3D graphics	How do we take graphics and make animations	How do we make complex imagery	How do we make graphics more realistic and natural looking	What impact does lighting and camera angles have	Assessment	DIRT & Careers
Knowledge & Skills development	Add, delete, and move objects Scale and rotate objects	Add, move, and delete keyframes to make basic animations	Use edit mode and extrude Use loop cut and face editing	Use proportional editing Use the knife tool Use subdivision	Add and edit set lighting Set up the camera Compare different	Demonstration of skills learnt in the unit of study Career Investigation	
	Use material to add colour to objects	Create useful names for objects Join multiple objects together using parenting	Apply different colours to different parts of the same model		render modes		
Assessment / Feedback Opportunities	Classroom activity Class Discussion Questioning pupils Verbal Feedback				Summative assessment	Class Discussion Questioning pupils Verbal Feedback	
Cultural Capital	 Variations of technology Styles of animations 						
SMSC / Promoting British Values (Democracy, Liberty, Rule of Law, Tolerance & Respect)	 Listening to others Responding suitable in discussions Taking part in group activates 						
Reading opportunities	Instructional writing Key word identification The Complete Guide to Blender Graphics The Illusion of Life: Disney Animation The Animator's Survival Kit						
Key Vocabulary	Object, sphere, cone, add, move, rotate, scale, colour (material), keyframe, tweening, stop motion, object, animation, location, rotate, scale, timeline, parenting, edit mode, scale, extrude, loop cut, face, edge, vertex, proportional editing, knife tool, organic, subdivision, render, lights, camera, focus, ray tracing						
Digital Literacy	Use of technology Digital research methods						

	Use of range of software
Careers	Video game designer; 3D printing technician; Graphic designer; 3D animator; 3D designer; Architectural designer; Art director; Web developer