



Term 1 Learning Journey: Computing – Year 9

How does this unit link to prior learning?										
This unit builds on previous work with digital images and graphics, where you have already explored where images are seen, used simple editing tools, and worked with resolution on screen-based products. It also develops previous understanding of purpose and audience by applying these ideas to a more realistic client brief and a professionally presented media product.										
What will you be learning about?					How does this link to the wider curriculum?					
In this unit, you will learn how to plan, design and create a DVD cover for a client using Affinity Photo. You will learn about images, resolution, audience, purpose and client needs, and use both basic and advanced editing tools to produce a DVD cover in Affinity Photo					Rule of Law: You will learn that digital products must follow rules and conventions, such as meeting a client brief, using suitable age ratings, and including the correct information on media products which also links to responsible and appropriate use of digital media					
					Mutual Respect: You will develop mutual respect by listening to the views of others during peer review and by giving constructive feedback to help improve each other’s work.					
We will develop our learning each week by focusing on:										
1. Images: You will learn where images are seen in everyday life and begin using Affinity Photo to resize, crop, remove backgrounds to images and combine shapes and colour to create a poster.					RAG	7. Project & Peer Review: Keep building your project choosing suitable fonts, sizes, colours and effects so the final design looks professional and matches the film genre.				RAG
2. Purpose, audience and client: You will learn what purpose, audience and client mean and how these affect design choices. We will also look at your client brief for this unit where you create a DVD cover by first sketching the front, back and spine of what this will look like.						8. Knowledge Assessment: Sit your formal paper test, then jump right back into finishing your digital project				
3. Background and images: Begin creating the DVD cover by exploring how colour and effects link to film genre, then begin adding and editing images for the DVD cover.						9. Design Improvements: Use teacher feedback and classmate tips to upgrade your DVD cover				
4. Background and images continued: Practice using more advanced tools and refine your design so that the images match the genre and purpose of the product.						10. Closing the Gap. Review your test paper, fix any mistakes, and add the final mastery touches to your project				
5. Other information: Assemble the final design by adding title and important DVD information, including a tagline or quote, cast names, a brief synopsis, logos, ratings and other realistic details.						11. Term Review & Safety CPD. Check off your progress for the term and complete an essential life-skills safety lesson				
6. Test Revision: Review key terms to get ready for this terms’ test						12. Awe & Wonder: Step outside the normal curriculum to explore a fascinating, real-world tech topic just for fun!				
Key vocabulary										
Tools	Effects	Basic	Advanced	Resolution	Purpose	Audience	Client	Characteristics	Criteria	

How will this help you in the future?		
Future Learning (including real – life)	You will develop image editing and graphic design skills that help you create professional digital products for different audiences and purposes. These skills are useful in real life when making posters, adverts, social media graphics, presentations and other media products, because you will understand how to choose suitable images, colours, text and layout for a specific client brief.	
Year 9	GCSE	CAREERS
This unit will help you during Year 9 by developing confidence using design software, working from client briefs, and refining work with feedback. It will also strengthen core skills like planning, problem-solving, and creating targeted digital products.	This unit builds skills that are useful for GCSE by building foundational skills for digital design, media, and creative computing. Mastering editing tools, layout, and evaluation prepares you for future coursework and creative tasks.	This unit prepares you for graphic design, marketing, web/game design, and media roles by teaching you to understand clients and produce professional digital products.