Learning Journey – Image representation & Photoshop



High Tunstall College of Science Curriculum Intent

	Topic: I	mage representation & Photoshop editing	Year:	9	Half Term:	3
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	Computing	Progress		
Topic	Key Ideas	R	Α	G
Spreadsheet Modelling	• I can understand how images are made up of pixels			
	• I can understand how colours can be represented in binary			
	• I can pick appropriate images and fonts for a theme			
	• I can recognise the limitations of DTP software and explain how I want my work to look			
	• I can use Photoshop to remove a background a layer images together			
	• I can use Photoshop to edit images with realism			

Lesson	Learning Focus	Assessment	Key words
1	Images are made up of pixels and encoded to represent data	Formative questioning Populated pages in OneNote Socrative assessment	Pixels, encoding, Monitors
2	Colours can be represented using codes	Formative questioning Populated pages in OneNote Socrative assessment	Binary, hexadecimal, true colour, RGB
3	Pick appropriate images and fonts for a theme to design a game cover	Formative questioning Populated pages in OneNote Socrative assessment	Theme, genre, DTP
4	Evaluate the limitations of the DTP software and suggest improvements to the game cover	Formative questioning Populated pages in OneNote Socrative assessment	Transparency, layers
5	Basics of Photoshop or Fireworks	Formative questioning Populated pages in OneNote Socrative assessment	Transparency, tolerance, stroke, drop shadow, layers
6	Photoshop animals with increasing realism	Formative questioning Populated pages in OneNote Socrative assessment	Transparency, tolerance, stroke, drop shadow, layers
7	Create a film cover demonstrating the improved capabilities of Photoshop over DTP software	Formative questioning Populated pages in OneNote Socrative assessment	Transparency, tolerance, stroke, drop shadow, layers
8	Socrative assessment	Formative questioning Populated pages in OneNote Socrative assessment	All of the above