



Unit: Vector graphics	Lesson 1	Lesson 2	Lesson 3	Lesson 4	Lesson 5	Lesson 6
<p>LESSON TOPIC QUESTION(S)</p>	<ul style="list-style-type: none"> • Can you Draw basic shapes using the software? (rectangle, ellipse, polygon, star) with different properties (fill and stroke, shape-specific attributes) • Can you show how to Manipulate individual objects? (select, move, resize, rotate, duplicate, flip, z-order) 	<ul style="list-style-type: none"> • Can you show how to Manipulate groups of objects? (select, group/ungroup, align, distribute) • Can you show how to Combine paths by applying operations? (union, difference, intersection) 	<ul style="list-style-type: none"> • How do you Convert objects to paths? • Can you show your skills and editing path nodes? 	<ul style="list-style-type: none"> • Can you show how to Combine multiple tools and techniques to create a vector graphic design? 	<ul style="list-style-type: none"> • What are vector graphics? • Can you provide examples where using vector graphics would be appropriate? 	<ul style="list-style-type: none"> • Can you peer assess another pair's project work? • Can you show how you can Improve your own project work based on feedback? • Can you Complete a summative assessment to show your understanding?
<p>Knowledge & Skills development</p>	<p>Theory Knowledge</p> <p>undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users</p>			<p>Digital Skills</p> <ul style="list-style-type: none"> • Creating and editing vector paths. • Using pen, shape, and text tools. 		

	<p>create, reuse, revise and repurpose digital artefacts for a given audience, with attention to trustworthiness, design and usability</p>	<ul style="list-style-type: none"> • Working with layers and artboards. • Exporting in various vector formats (SVG, EPS, PDF). <p>. Design and Layout Skills</p> <ul style="list-style-type: none"> • Creating clean, scalable designs. • Understanding colour theory, contrast, and typography. • Using grids, alignment, and spacing for professional layouts. <p>4.Creative Problem Solving</p> <ul style="list-style-type: none"> • Translating ideas into visual representations. • Iterating and refining designs through feedback. • Using abstraction to simplify complex visuals (e.g., infographics, logos). • File and Format Management
<p>Assessment / Feedback Opportunities</p>	<p>Formative Assessment Workbook activity Class Discussion Questioning pupils Verbal Feedback Live Marking</p>	<p>Summative assessment Summative assessment test Rubric Assessment Live marking</p>
<p>Key Vocabulary</p>	<p>Vector, raster, bitmap, paths, pixels, rectangle, ellipse, segment, arc, polygon, star, fill, stroke, select, move, resize, rotate, duplicate, flip, z-order, operations, select, group, ungroup, align, distribute, union, difference, intersection, equidistant, Object, path, node, freehand, path node, path segment, handles, monochrome</p>	
<p>Literacy/Reading opportunities</p>	<p>Use of technology Digital research methods Use of range of software https://www.bbc.co.uk/bitesize/guides/zv2v4wx/revision/1 https://www.amazon.co.uk/Quick-Easy-Vector-Graphics-illustrations-ebook/dp/B085WFKP33 - Quick and easy Vector graphics</p>	
<p>Cross Curricular Themes</p>	<p>Maths Art and Design Business Marketing (logos)</p>	

Personal Development (Including British Values, RSE, Citizenship)	<ul style="list-style-type: none">• Listening to others• Responding suitable in discussions• Taking part in group activities Respectful of other people's views
Career Opportunities	Graphic Designer, Animation, CGI