

Level 2, Unit 1 – Image Editing

1.1 Understand, describe and discuss digital image terminology	1.2 Plan, describe and explain digital image projects	1.3 Understand, describe and use tools in digital image software
1.1.1 The Learner will identify, describe and compare the main features of raster vs. vector images	1.2.1 The Learner will plan, describe features and explain project briefs	1.3.1 The Learner will understand, describe and use basic photo editing tools
1.1.2 The Learner will identify, explain and use terminology linked to digital graphics	1.2.2 The Learner will plan, describe and complete planning for the project	1.3.2 The Learner will understand, describe and use advanced photo editing tools
1.1.3 The Learner will identify, describe and explain the main features of photo retouching	1.2.3 The Learner will plan, describe and complete a Gantt chart for the project	1.3.3 The Learner will understand, describe and work to design requirements
1.1.4 The Learner will identify, describe and explain the main features of compression		1.3.4 The Learner will reflect and review a project
1.1.5 The Learner will identify, describe and explain the main considerations necessary when using digital images		

Level 2, Unit 2 – Social Media Communication

2.1 Identify, describe and discuss social media terminology	2.2 Use various modes of social media communication and consider their far-reaching effects	2.3 Use and reflect on the dangers in social media communication
2.1.1 The Learner will identify, describe and explain the uses of technology to access social media	2.2.1 The Learner will use various social media effectively to create written exchanges	2.3.1 The Learner will identify and describe common dangers which can occur during social media communication and discuss their short- and long-term effects, including an understanding of the use of End-user agreements
2.1.2 The Learner will identify, describe and explain the uses of social media platforms	2.2.2 The Learner will use social media effectively to post and/or send images	2.3.2 The Learner will identify and apply various safeguarding solutions on social media and describe their effectiveness
2.1.3 The Learner will identify, describe and be able to use the terminology linked to social media	2.2.3 The Learner will use live streaming to create video exchanges	
	2.2.4 The Learner will share relevant information securely	
	2.2.5 The Learner will reflect and review their social media use.	

Level 2, Unit 3 – Website Creation

3.1 Understand, describe and discuss website terminology	3.2 Plan, describe and discuss website projects for digital media	3.3 Understand, describe and use tools in website design for digital media
3.1.1 The Learner will identify, describe and discuss main features of visual editor vs. code	3.2.1 The Learner will plan, describe features and discuss project briefs	3.3.1 The Learner will understand, describe and use the basic web design tools
3.1.2 The Learner will identify, describe and discuss terminology linked to websites	3.2.2 The Learner will plan, describe and complete planning for the project	3.3.2 The Learner will understand, describe and use both basic and advanced web design tools
3.1.3 The Learner will identify, describe and discuss main features of Interactivity	3.2.3 The Learner will plan, describe and complete a Gantt chart for the project	3.3.3 The Learner will understand, describe and use design requirements
3.1.4 The Learner will identify, describe and discuss the main features of testing browsers		3.3.4 The Learner will reflect and review a project

Level 2, Unit 4 – Creating and Presenting a ‘Pitch’

4.1 Understand purpose of presenting information and describe formats and tools used	4.2 Design a ‘Pitch’ with a slide presentation	4.3 Present a ‘Pitch’ with a slide presentation
4.1.1 The Learner will identify the audience and the main purpose of presenting information in a ‘Pitch’ using digital media and select an appropriate format for the intended audience	4.2.1 The learner will create and acquire digital materials appropriate for the purpose of the presentation and reference sources used	4.3.1 The Learner will present a ‘Pitch’ which will include a slide show
4.1.2 The Learner will identify and explain the functionality of text formatting and layout tools used in slide show software	4.2.2 The Learner will produce an initial design suitable for the type of the information provided	4.3.2 The Learner will present both verbally and visually their ‘Pitch’
4.1.3 The Learner will identify and explain the functionality of image formatting tools used in slide show software	4.2.3 The Learner will in their design, present relevant information in a clear and consistent manner	4.3.3 The Learner will reflect and review a project
4.1.4 The Learner will identify and explain the functionality of interactivity tools used in slide show software	4.2.4 The Learner will in their design, present relevant graphic information in a clear and consistent manner by using a range of tools	
	4.2.5 The Learner will in their design, use slide transitions and animations to produce a professional slide show	

	4.2.6 The Learner will support their design by creating notes linked to their verbal and visual presentation	
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