

# SCHEME OF LEARNING

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This Scheme of Learning has been devised by the authors to help provide an indication of how long you might need to teach each section of the Students' Book.

It assumes that the total time available for teaching the Unit is 60 hours. It divides the work into 60 lessons of between 50 and 70 minutes each. If you have more or less than 60 hours you may wish to scale the time required up or down accordingly.

The Scheme of Learning shows the Activities that are suitable for use in class for each section and those that are suitable for use at home, so that you can use these for homework as required. It also lists the references from the specification in terms of learning outcomes and skills.

Assumes 60 x 60 minute lessons

	Student's Book page	Number of lessons	Classroom-based activities	Talking Point	Activities for homework	DiDA Specification	
						What you need to learn	ICT skills
Digimodule	2	1		1.1, 1.2	Investigate one MM product	1.1	3.3
Why use multimedia?							
The multimedia experience	3	2	1.1, 1.2, 1.3, 1.4	1.3, 1.4, 1.5	MM in education. Log MM use over time		
Features of a multimedia product	7	1	1.5, 1.6, 1.7	1.6	Activity 1.8		
Other features of a multimedia product	9	1	1.9	1.7, 1.8	Research on recycling		
Tackling THE PROJECT	10	1			Create directory folder structure		
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						DiDA Specification	
	Student's Book page	Number of lessons	Classroom-based activities	Talking Point	Activities for homework	What you need to learn	ICT skills
Digimodule introduction		1	2.1	2.1	Investigate MM in other visitor attractions	2.1	
Who is it for?	13	1	2.2	2.2 2.3	Finish Activity 2.2 or Talking Point 2.2		
Why is it needed?	14	1	2.3	2.4	Finish Activity 2.3		
Where is it for?	15	1	2.4	2.5	Finish Activity 2.4		
What must go in it?	16	1	2.5	2.6 2.7	Finish Talking Point 2.6 and Activity 2.5		
Generating ideas	18	1	2.6 2.7 2.8	2.8 2.9	Finish Activity 2.8		
Getting feedback on your ideas	20	1	2.9	2.10 2.11	Finish Activity 2.10		
Tackling THE PROJECT	22	1			Present project ideas; get feedback		
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	Student's Book page	Number of lessons	Classroom-based activities	Talking Point	Activities for homework	DiDA Specification	
						What you need to learn	ICT skills
Digimodule introduction	23	1			Visit web sites etc of digimodule companies	1.2 2.2	3.5
Why waste time on detailed design?	24	2		3.1	Investigate copyright		
Where are the assets?	25		3.1	3.2	Investigate copyright		
		3.2	3.3				
Using design tools	27	4	3.3	3.4	Finish: Structure charts and storyboards for The Project's info point; narrative storyboard for digital story of The Project. Practice work on flowcharts.		
			3.4	3.5			
			3.5	3.6			
			3.6	3.7			
			3.7	3.8			
		3.8	3.9				
Feedback on designs	34	1	3.9	3.10	Activity 3.9		
Tackling THE PROJECT	36	3			Complete detailed designs for each product		
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						DiDA Specification	
	Student's Book page	Number of lessons	Classroom-based activities	Talking Point	Activities for homework	What you need to learn	ICT skills
Digimodule introduction	37	1			Work on initial ideas for assets for The Project	1.3	3.1 3.2
Staying on the right side of the law	38	1		4.1	Check copyright for secondary sources		
Keeping a record	39	1	4.1		Continue asset search; update assets table		
Gathering assets from secondary sources	40, 41, 42	2	4.2, 4.3, 4.4, 4.5		Activity 4.2. Locate video and sound assets for The Project		
Using the right tools	43	5	4.6, 4.7, 4.8, 4.9, 4.10, 4.11, 4.12, 4.13	4.2, 4.3, 4.4	Selectively crop 5 images. Investigate legal editing of secondary images. Create editorial decisions list. Video compression and coding. Activity 4.13.		
Repurposing your assets	51	1	4.14	4.5	Review assets so far		
Tackling THE PROJECT	52	1			Prepare assets		
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	Student's Book page	Number of lessons	Classroom-based activities	Talking Point	Activities for homework	DiDA Specification	
						What you need to learn	ICT skills
Digimodule introduction		1				1.4 1.5 2.2 2.3	3.4 3.5
Don't get carried away!	54	1	5.1	5.1			
Using multimedia authoring tools	55	1	5.2	5.2			
Getting it right	56	1	5.3				
Making products accessible and easy to use	57	1	5.4, 5.5, 5.6				
Making products interactive	58	1	5.7, 5.8	5.3			
Using web authoring tools to build an information point	59	2	5.9, 5.10, 5.11, 5.12	5.4			
Testing it yourself	61	1	5.13	5.5, 5.6			
Using presentation tools to build a quiz	63	2	5.14, 5.15, 5.16, 5.17	5.7, 5.8			
What do other people think?	65	1	5.18, 5.19	5.9, 5.10			
Sit back and view!	67	2	5.20, 5.21, 5.22, 5.23	5.11, 5.12			
Tackling THE PROJECT	70	2					
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	Student's Book page	Number of lessons	Classroom-based activities	Talking Point	Activities for homework	DiDA Specification	
						What you need to learn	ICT skills
Digimodule introduction		1				1.2	
Haven't you done all this before?	72	1	6.1, 6.2	6.1		1.5	
Making navigation clear	73					1.6	3.4
Enhancing the user experience	74	2	6.3, 6.4, 6.5, 6.6, 6.7	6.2, 6.3, 6.4		1.7	3.5
Project review	77	1	6.8, 6.9, 6.10	6.5, 6.6		2.2	3.6
Tackling THE PROJECT	80	2				2.3	
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