




KS3 CREATIVE IT ASSESSMENT STATEMENTS – YEAR 9

Developing		Secure		Expert	
Using a template I can create an effective Moodboard.	<input type="checkbox"/>	I can create a moodboard using a range of images, colour schemes, and text that suit the intended purpose.	<input type="checkbox"/>	I can produce a detailed and accurate floor plan that considers spacing, purpose, and user experience.	<input type="checkbox"/>
I can create a basic floor plan.	<input type="checkbox"/>	I can create a labelled floor plan using design software and include key features of a layout.	<input type="checkbox"/>	I can create a detailed and realistic 3D house model showing multiple rooms with advanced features and rendering.	<input type="checkbox"/>
I can use 3D modelling tools to create some rooms in a house.	<input type="checkbox"/>	I can design and navigate a full 3D model that includes furniture, textures, and basic structure.	<input type="checkbox"/>	I can compare and evaluate games critically, discussing game mechanics, design, and market appeal.	<input type="checkbox"/>
I can identify a variety of games and explain what content goes into them.	<input type="checkbox"/>	I can explain key elements like genre, characters, gameplay, and target audience across different games.	<input type="checkbox"/>	I can evaluate websites for usability, visual design, and functionality, suggesting improvements.	<input type="checkbox"/>
I can state some of the key features on websites.	<input type="checkbox"/>	I can identify and describe common website features such as navigation, layout, multimedia, and accessibility.	<input type="checkbox"/>	I can design and create a multi-page website with consistent branding and interactive features.	<input type="checkbox"/>
Using a template I can create a basic website.	<input type="checkbox"/>	I can adapt a website template to suit a scenario, changing layout, text, and images.	<input type="checkbox"/>	I can create a high-quality vector logo that is suitable for print and digital use, and explain my design decisions.	<input type="checkbox"/>
I am able to create a graphical logo.	<input type="checkbox"/>	I can design a simple, scalable logo that reflects a brand or purpose.	<input type="checkbox"/>	I can create a professional-level poster with effective use of visual hierarchy, typography, and audience targeting.	<input type="checkbox"/>
I can design and create a graphical poster for a given scenario.	<input type="checkbox"/>	I can design a simple, scalable logo that reflects a brand or purpose.	<input type="checkbox"/>	I can create a professional-level poster with effective use of visual hierarchy, typography, and audience targeting.	<input type="checkbox"/>

CURRICULUM INTENT:

The Year 9 Creative IT curriculum builds on skills developed in Year 7 and 8 with a focus on developing the creative skills needed to produce a series of set products. Students focus on a variety of software programmes to produce information including graphics, webpages and 3D models with a focus on producing these for a set client. Students will also look at how they can develop their evaluation skills to give understanding to the work they have produced.

