



# Longfield Learning Journey



<b>Year Group: 9</b>	<b>Unit of work: 3</b>	<b>Term: 2.1 and 2.2</b>	<b>Target:</b>
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<b>Skills:</b>	<b>Context:</b>	<b>R</b>	<b>A</b>	<b>G</b>
Project skills	You will learn how to assess each other work using success criteria and make refinements to your own work.			
Multimedia	You will learn how to present work for an audience.			

<b>Content:</b>	<b>Keywords</b>	<b>R</b>	<b>A</b>	<b>G</b>
Logo Design	Success criteria, peer assessment, design tools			
App Design	Structure chart, visualisation diagrams, effective, appropriate			
App creation	Tools, animation, transitions, effective, appropriate, testing			

<b>K</b> <i>What you know</i>	<b>W</b> <i>What you want to know</i>	<b>L</b> <i>What have you learned</i>