



Sandbach School Creative Media Curriculum

Intent

Year 12 and 13

Learners will experience a series of creative and technical experiences by producing digital artefacts in game development, mobile app development, animation and 3D modelling. Students will complete the full development cycle in each case including research, design, development and testing where appropriate.

The skillset learned is targeted towards the games industry in particular but has wide ranging massing appeal to all creative and ancillary industries such as architecture and engineering. Learners will understand how to evaluate existing products and will use the fundamental lessons learned to inform their own planning.

Technical skills are showcased and marked through creative works.

Year 9, 10 and 11

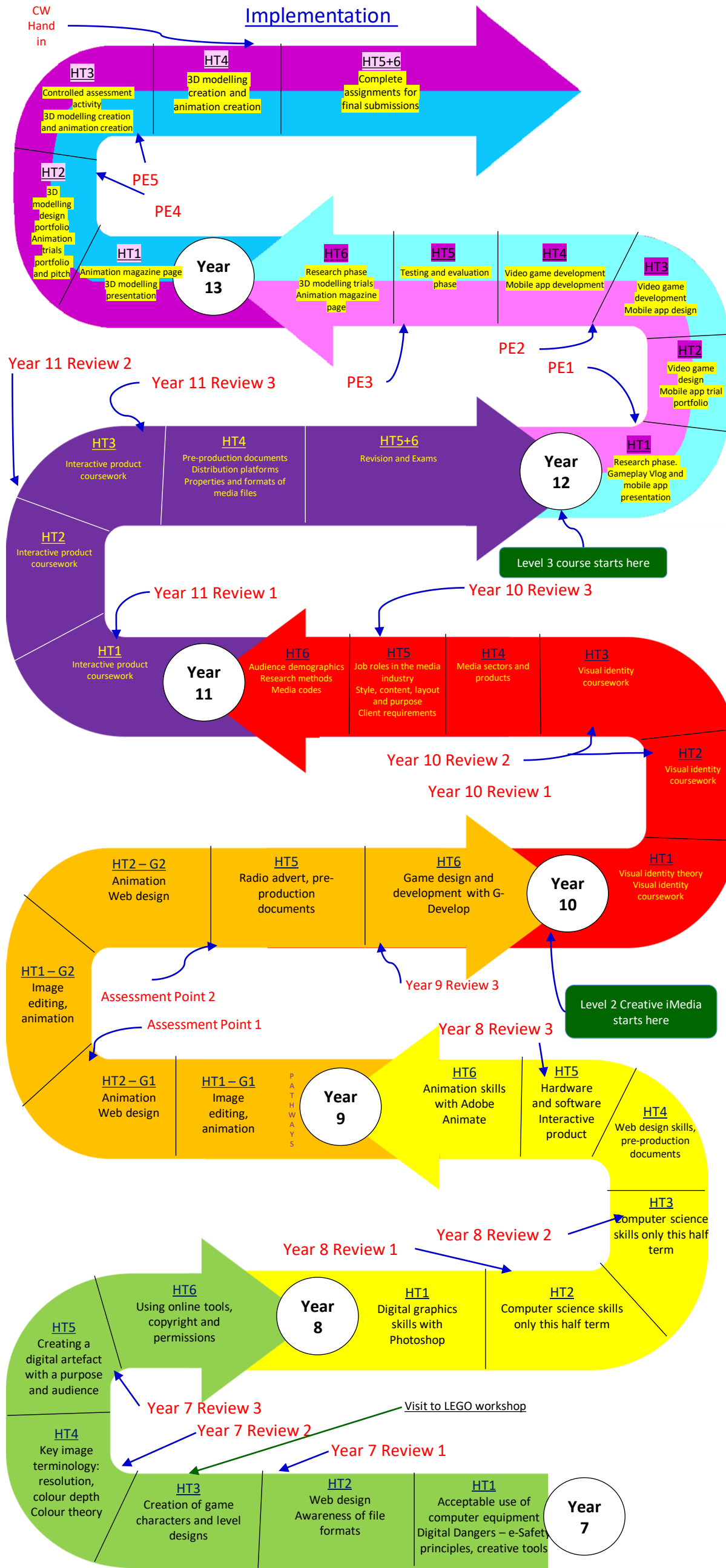
The Year 9 curriculum has been carefully chosen to firstly give pupils a flavour of the style of learning that takes place in the Level 2 course, and then to give enriching experiences surrounding the area of creative media, especially by allowing learners the opportunity to create some of the digital artefacts that are assessed in the R093 exam, yet cannot be afforded time in the course itself.

The Level 2 course begins with the mandatory coursework unit, followed by theory building towards the exam. In Year 11, students will complete the second coursework unit (the optional interactive product brief is chosen) until the final theory elements are taught and revised. This order gives learners the best opportunity for success in all areas of the course.

Year 7 and 8

The computing curriculum in the transition and induction phase aims to give learners an in depth journey through the National Curriculum content so that they are able to access digital technology successfully and safely both in school and in the outside world. In addition, core skills from the two taught qualifications in the bridging and qualifications phase (computer science and creative imedia) are interleaved so that a firm grounding of both disciplines is evident. This sets learners up for success should they make those course choices and also enables them to make informed curriculum decisions when choosing future courses and careers.

Implementation



Impact

By the end of Year 13 students will:

- Have undertaken the full video game development life cycle from research to design to implementation and testing
- Have developed strong skills with working with 3D artefacts
- Have precise modelling techniques using industry leading software
- Understand how to texture models using materials and shaders thus creative beautiful photorealistic graphic interpretations of real objects
- Have experience of creating mobile app user interfaces using two different development environments and programming languages
- Have designed and developed a mobile application for a given purpose and audience
- Understand the history of animation including a wide range of historical and contemporary movements
- Have planned, designed and created an ambitious animation that homages to given historical and/or contemporary sources.

By the end of Year 11 students will:

- Understand a range of media sectors including both traditional and new media
- Be able to analyse products for factors that have affected their design
- Plan creative digital projects using industry standard pre-production documents
- Understand issues surrounding distribution of media products
- Be able to create visual brand identities for companies and products that match a client's brief and target audience
- Be able to plan and create interactive products that meet a client's brief and target audience
- Understand legal implications of copyright, intellectual property and health and safety legislation in the workplace.

By the end of Year 8 pupils will:

- Understand how to use digital devices safely and responsibly
- Have a good awareness of some of the societal risks surrounding digital technology
- Know that images can be saved in different file formats and some of the properties of each
- Know some image terminology including the importance of resolution and colour depth
- Have experience of combining several software solutions to form a new creative digital artefact for a set purpose and audience
- Understand how to use resources online including the dangers of inaccurate information and the need to comply with copyright legislation
- Have a firm grounding in graphic design skills using industry standard programs
- Have an experience of creating animations using industry standard programs.
- Experienced design tasks using pre-production documentation