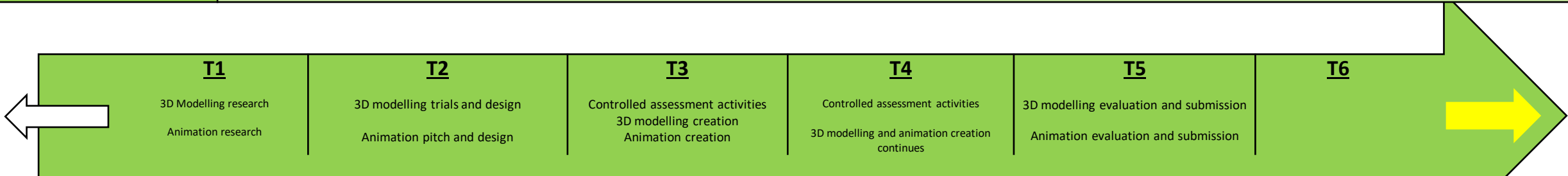


Year 13 Digital Media Curriculum Sequence

Intent: The Level 3 in Digital Media is for learners who want to progress their creative IT skills and focusses heavily on the world of video games production. The creative skillset unlocks the pathway to lucrative careers in both creative and technical roles.



<p>Why these topics? The research phase of these two units is the mandatory starting point and feeds the skillset required to complete the units.</p>	<p>Why This Topic? The next phase is to complete the trial portfolios, pitches and design work.</p>	<p>Why This Topic? Mandatory game development controlled assessment assignment.</p> <p>Learners embark on the final product creation phase by making 3D artefacts for a given purpose and audience alongside a lengthy animation to a brief.</p>	<p>Why This Topic? Mandatory game development controlled assessment assignment.</p> <p>Learners continue with the final product creation phase in the background.</p>	<p>Why This Topic? The final evaluation are completed and all coursework is submitted completing the course.</p>	
<p>Curriculum Links</p> <ul style="list-style-type: none"> • Creativity • Graphic Design • Planning 	<p>Curriculum Links</p> <ul style="list-style-type: none"> • Creativity • Graphic Design • Planning 	<p>Curriculum Links</p> <ul style="list-style-type: none"> • Creativity • Graphic Design 	<p>Curriculum Links</p> <ul style="list-style-type: none"> • Creativity • Graphic Design 	<p>Curriculum Links</p> <ul style="list-style-type: none"> • Documentation • Career focussed 	
<p>Teaching these topics here supports: Required for the BTEC assessment.</p>	<p>Teaching these topics here supports: Required for the BTEC assessment.</p>	<p>Teaching these topics here supports: Required for the BTEC assessment.</p>	<p>Teaching these topics here supports: Required for the BTEC assessment.</p>	<p>Teaching these topics here supports: Required for the BTEC assessment.</p>	
<p>These topics feed from: Previous research skills. Presentation skills.</p>	<p>These topics feed from Previous trial portfolios and design skills from Year 12 and prior.</p>	<p>These topics feed from Animation and 3D modelling skills learned earlier in the course and earlier in school.</p>	<p>These topics feed from: Game development, animation and 3D modelling skills learned earlier in the course and earlier in school.</p>	<p>These topics feed from All previous learning culminates here.</p>	

