

Introduce:
Creativity
Planning
Audiences

Sandbach School Computing

Bridging Creative iMedia Curriculum Sequence

Intent: to build a foundation of creative digital skills suitable for the entire spread of digital media career pathways

T1 Image Editing Animation (Group 1)	T2 Vector Images Web design (Group 1)	T3 Image Editing Animation (Group 2)	T4 Vector Images Web Design (Group 2)	T5 Interactive Product 1 – Information Kiosk Pre-production planning 2	T6 Audio Visual Product
Why these topics? Pupils learn to use digital tools to create a range of digital artefacts. The technical and creative skills used are fundamental to work in large swathes of the modern employment landscape.	Why This Topic? Pupils learn to use digital tools to create a range of digital artefacts. The technical and creative skills used are fundamental to work in large swathes of the modern employment landscape.	Why these topics? Pupils learn to use digital tools to create a range of digital artefacts. The technical and creative skills used are fundamental to work in large swathes of the modern employment landscape.	Why This Topic? Pupils learn to use digital tools to create a range of digital artefacts. The technical and creative skills used are fundamental to work in large swathes of the modern employment landscape.	Why This Topic? This is one of the possible solutions to the interactive product coursework to be completed later in the course. Pupils can practise the creation of pre-production documents to a set assignment and pick up useful interactive product skills at the same time. More of the pre-production document knowledge, this time tailored to the movie project that comes next..	Why This Topic? Although pupils will not be completing the movie making coursework, the questions in the exams often assume a level of understanding of the production process involved with creating audio-visual products so practical experience is desirable.
Curriculum Links <ul style="list-style-type: none"> • Colour • Creativity • Graphic Design • Genre 	Curriculum Links <ul style="list-style-type: none"> • Target audience • Planning and design 	Curriculum Links <ul style="list-style-type: none"> • Colour • Creativity • Graphic Design • Genre 	Curriculum Links <ul style="list-style-type: none"> • Target audience • Planning and design 	Curriculum Links <ul style="list-style-type: none"> • Graphic Design • Technical • Planning • Documentation 	Curriculum Links <ul style="list-style-type: none"> • Creativity • Emotion • Entertainment
Teaching these topics here supports: Learning of creative and technical skills using digital technologies useful for marketing, content creation and success in a digital world.	Teaching these topics here supports: Learning of creative and technical skills using digital technologies useful for marketing, content creation and success in a digital world.	Teaching these topics here supports: Learning of creative and technical skills using digital technologies useful for marketing, content creation and success in a digital world.	Teaching these topics here supports: Learning of creative and technical skills using digital technologies useful for marketing, content creation and success in a digital world.	Teaching these topics here supports: Supports the optional coursework unit by providing the skills for one way it could be produced. Supports both the mandatory and optional coursework unit and will also be assessed in the exam.	Teaching these topics here supports: Wider creative skillset that allows learners to have practical experience of all the possible creative career options from this curriculum pathway.
These topics feed from: Digital graphics skills taught in the Y7 Digital Dangers Unit and Y8 Graphics unit	These topics feed from Web design follows on from the HTML and CSS units in KS3. Vector images is another take on image manipulation.	These topics feed from: Digital graphics skills taught in the Y7 Digital Dangers Unit and Y8 Graphics unit	These topics feed from Web design follows on from the HTML and CSS units in KS3. Vector images is another take on image manipulation.	These topics feed from Building on pre-production skills. Pupil's first attempt at building an interactive product.	These topics feed from: This will be the pupil's first attempt at a practical audio visual product.

