

**Introduce:**  
Creativity  
Planning  
Audiences

# Year 9 Creative iMedia Curriculum Sequence

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

<b>T1</b>	<b>T2</b>	<b>T3</b>	<b>T4</b>	<b>T5</b>	<b>T6</b>
Image Editing Animation (Group 1)	Animation Web design (Group 1)	Image Editing Animation (Group 2)	Animation Web Design (Group 2)	Radio advert Pre-production planning	Game development with G-Develop
<b>Why these topics?</b> 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.	<b>Why This Topic?</b> 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.	<b>Why these topics?</b> 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.	<b>Why This Topic?</b> 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.	<b>Why This Topic?</b> Audio products are one of the possible coursework outcomes in the Level 2 course. Many of the questions on the R093 exam assume a level of understanding of this type of project so practical experience is desirable. More of the pre-production document knowledge, this time tailored to the game project that comes next..	<b>Why This Topic?</b> Although pupils will not be completing the game development coursework, the questions in the exams often assume a level of understanding of the production process involved with creating video game products so practical experience is desirable.
<b>Curriculum Links</b> • Colour • Creativity • Graphic Design • Genre	<b>Curriculum Links</b> • Target audience • Planning and design	<b>Curriculum Links</b> • Colour • Creativity • Graphic Design • Genre	<b>Curriculum Links</b> • Target audience • Planning and design	<b>Curriculum Links</b> • Technical • Planning • Documentation	<b>Curriculum Links</b> • Creativity • Emotion • Entertainment
<b>Teaching these topics here supports:</b> Learning of creative and technical skills using digital technologies useful for marketing, content creation and success in a digital world.	<b>Teaching these topics here supports:</b> Learning of creative and technical skills using digital technologies useful for marketing, content creation and success in a digital world.	<b>Teaching these topics here supports:</b> Learning of creative and technical skills using digital technologies useful for marketing, content creation and success in a digital world.	<b>Teaching these topics here supports:</b> Learning of creative and technical skills using digital technologies useful for marketing, content creation and success in a digital world.	<b>Teaching these topics here supports:</b> Supports the exam by allowing learners the chance to trial an alternative creative product. Supports both the mandatory and optional coursework unit through the planning phase and will also be assessed in the exam.	<b>Teaching these topics here supports:</b> Wider creative skillset that allows learners to have practical experience of all the possible creative career options from this curriculum pathway.
<b>These topics feed from:</b> Digital graphics skills taught in the Y7 Digital Dangers Unit and Y8 Graphics unit	<b>These topics feed from:</b> Web design follows on from the HTML and CSS units in KS3. Vector images is another take on image manipulation.	<b>These topics feed from:</b> Digital graphics skills taught in the Y7 Digital Dangers Unit and Y8 Graphics unit	<b>These topics feed from:</b> Web design follows on from the HTML and CSS units in KS3. Vector images is another take on image manipulation.	<b>These topics feed from:</b> Building on pre-production skills. Pupil's first attempt at building an interactive product.	<b>These topics feed from:</b> This will be the pupil's first attempt at a practical game making product.

