

Develop:
Creativity
Planning
Graphic Design

Sandbach School Computing

Year 12 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.

T1	T2	T3	T4	T5	T6
Game Development Research App Development Research	Game Development Design App Development Trial Portfolio	Game Development Mobile App Design	Game Development Mobile App Development	Game Testing and Evaluation Mobile App Testing and Evaluation	3D Modelling practice Animation research
Why This Topic? Learners begin the game development and mobile app units with the mandatory research phase. Learners will produce a game genre vlog and a presentation evaluating app development frameworks.	Why these topics? Learners continue to meet the unit requirements by producing design documentation and skills trials.	Why This Topic? Learners embark on practical pieces creating a video games for a given purpose and audience and a mobile app to a finite client brief.	Why This Topic? Learners continue with practical pieces creating a video games for a given purpose and audience and a mobile app to a finite client brief.	Why This Topic? The game and mobile app units are rounded off with suitable testing and evaluation skills.	Why This Topic? Students take their first steps into the world of 3D modelling. The animation unit enters the research phase.
Curriculum Links <ul style="list-style-type: none"> Career focussed Creativity Genre Documentation 	Curriculum Links <ul style="list-style-type: none"> Colour Creativity Graphic Design Genre Planning 	Curriculum Links <ul style="list-style-type: none"> Colour Creativity Graphic Design Genre 	Curriculum Links <ul style="list-style-type: none"> Colour Creativity Graphic Design Genre 	Curriculum Links <ul style="list-style-type: none"> Documentation Career focussed 	Curriculum Links <ul style="list-style-type: none"> Graphic design Documentation Creativity
Teaching these topics here supports: Required for the BTEC assessment. Supports the rest of the game development and app development units.	Teaching these topics here supports: Required for the BTEC assessment.	Teaching these topics here supports: Required for the BTEC assessment.	Teaching these topics here supports: Required for the BTEC assessment.	Teaching these topics here supports: Required for the BTEC assessment.	Teaching these topics here supports: This sets up the learning for the remaining two optional units in the course.
These topics feed from Research and planning skills from Key Stage 4.	These topics feed from: Planning skills learned in Level 2 Creative iMedia	These topics feed from Trial skills earlier in the course. General creative and technical skills learned earlier in school.	These topics feed from: Trial skills earlier in the course. General creative and technical skills learned earlier in school.	These topics feed from Previous testing and evaluation work in the Level 2 course.	These topics feed from Previous creative IT skills. Animation units throughout the school journey.

