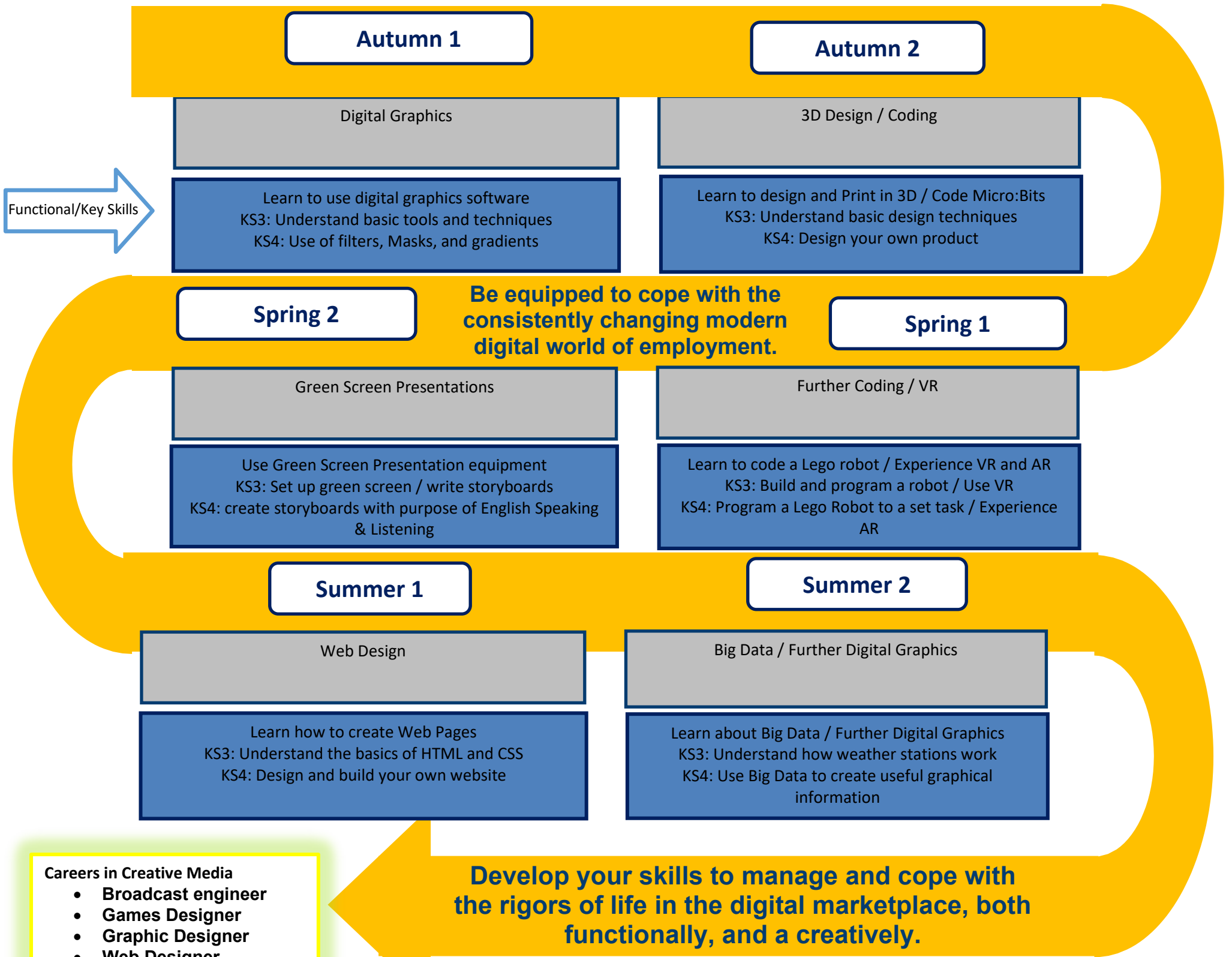# WSAPC Creative Media LEARNING PATHWAY

The purpose of the Creative Media curriculum:

- To engage students with creative digital media
- To enable students to create digital products
- To explore other opportunities with Technology
- To prepare students for life in the 21st Century
- To provide opportunities for careers in the Creative industry

Functional/Key Skills →

Autumn 1

Digital Graphics

Learn to use digital graphics software
KS3: Understand basic tools and techniques
KS4: Use of filters, Masks, and gradients

Autumn 2

3D Design / Coding

Learn to design and Print in 3D / Code Micro:Bits
KS3: Understand basic design techniques
KS4: Design your own product

Be equipped to cope with the consistently changing modern digital world of employment.

Spring 2

Green Screen Presentations

Use Green Screen Presentation equipment
KS3: Set up green screen / write storyboards
KS4: create storyboards with purpose of English Speaking & Listening

Spring 1

Further Coding / VR

Learn to code a Lego robot / Experience VR and AR
KS3: Build and program a robot / Use VR
KS4: Program a Lego Robot to a set task / Experience AR

Summer 1

Web Design

Learn how to create Web Pages
KS3: Understand the basics of HTML and CSS
KS4: Design and build your own website

Summer 2

Big Data / Further Digital Graphics

Learn about Big Data / Further Digital Graphics
KS3: Understand how weather stations work
KS4: Use Big Data to create useful graphical information

Develop your skills to manage and cope with the rigors of life in the digital marketplace, both functionally, and a creatively.

Careers in Creative Media
- Broadcast engineer
- Games Designer
- Graphic Designer
- Web Designer
- Programmer
- Data Analyst
- TV Presenter

And so much more