



Pathway 1

Yr 12

An Introduction to iMedia, ASDAN Life Skills Challenges, Entry 1 -2

Yr 13

Developing iMedia Skills, ASDAN Life Skills Challenges, Entry 2

Yr 14

Creating an iMedia Project, ASDAN Life Skills Challenges, Entry 2 – Entry 3

Pathway 2

Yr 12

An Introduction to iMedia, ASDAN Life Skills Challenges, Entry 2

Yr 13

Developing iMedia Skills, ASDAN Life Skills Challenges, Entry 2 – Entry 3

Yr 14

Creating an iMedia Project, ASDAN Life Skills Challenges, Entry 3

Pathway 3

Yr 12

Cambridge Nationals Creative iMedia Level 1/2 Award

Yr 13

Cambridge Nationals Creative iMedia Level 1/2 Certificate

Yr 14

Enhanced Creative Media Skills (Using Adobe Creative Cloud Suite)

Pathway 4

Our 'Transition Pathway' is a bespoke offering that facilitates learners transition to full-time education or the workplace. Following an initial assessment period, subject input is planned to meet agreed outcomes.



Yr 12

Examples of the curriculum content include:

- Introductory taster to various media sectors (e.g. Publishing, Film Making & Animation, News Reporting)
- Supported use of basic media apps and programmes to make a product (e.g. I-Stop Motion, Microsoft Publishing, I-Movie)

Yr 13

Examples of the curriculum content include:

**relevant curriculum components from Year 1 will be revisited and revised as necessary*

- Extending and developing media skills, using a range of Media Apps and programmes, to make a product (e.g. Adobe Premier)

Yr 14

Examples of the curriculum content include:

**relevant curriculum components from Year 1 will be revisited and revised as necessary*

- Developing and creating a complete media project from the concept stage (including all pre-production) through to a fully realised product



Yr 12

Examples of the curriculum content include:

- Introductory taster to various media sectors (e.g. Publishing, Film Making & Animation, News Reporting)
- Supported use of basic media apps and programmes to make a product (e.g. I-Stop Motion, Microsoft Publishing, I-Movie)

Yr 13

Examples of the curriculum content include:

**relevant curriculum components from Year 12 will be revisited and revised as necessary*

- Extending and developing media skills, using a range of Media Apps and programmes, to make a product (e.g. Adobe Premier)

Yr 14

Examples of the curriculum content include:

**relevant curriculum components from Year 13 will be revisited and revised as necessary*

- Developing and creating a complete media project from the concept stage (including all pre-production) through to a fully realised product



Yr 12

Examples of the curriculum content include:

- Pre-production Skills
- Visual concept designs (e.g. Mind-mapping, Mood-boarding, story boarding)
- Script writing
- Production scheduling
- Gathering and creating assets
- Digital graphics
- Purpose and Audience
- Photoshop

Yr 13

Examples of the curriculum content include:

- Digital Photography
- Camera Techniques
- Composition
- Photo Manipulation
- Digital Animation (optional unit)

Yr 14

Examples of the curriculum content include:

- Advanced Photoshop skills
- Introduction to Adobe Illustrator
- Film Making (using Premier Pro)
- Photo Manipulation