THE
THOMAS AVELING SCHOOL

Creative iMedia combines IT with creative, arts and media-based subjects. Many technology companies now demand that employees have both highly tuned digital skillset, and a creative, ideas-driven approach. Creative Computing has been developed with these roles in mind.

Year 9 Creative Computing (Cambridge National Certificate in Creative iMedia).

Students will cover a range of topics in Year 9 as an introduction to Creative Computing - the unit structure is as follows:

R093 Creative iMedia in media industry
R094 Visual identity and digital graphics

One option from the following:

R095 Characters and Comics
R096 Animation with Audio
R097 Interactive Digital Media
R098 Visual Imaging
R099 Digital Games

Lessons will focus predominantly on the introduction to the skills required for digital graphics, interactive digital media, animation, and digital games units, building on from what students have already learnt in Key Stage 3. The optional unit will be based on the topics covered in Year 9 which students responded best to, whilst R093 will be taught alongside the optional unit, and R094, to assist student development of pre-production and how this applies in a practical sense. These units when combined allows students to develop an array of design skills suitable for the IT Media industry and give students an insight into what the IT Media Design industry is like.

Year 10 Creative Computing (Cambridge National Certificate in Creative iMedia)

The unit structure for Creative Computing in Year 10 is as follows:

R081 Pre-production skills (System life Cycle) (Mandatory)
R082 Creating Digital Graphics (Mandatory)

Two options from the following:

R083 Creating 2D and 3D Digital Characters
R084 Storytelling with a Comic Strip
R085 Creating a Multipage Website
R086 Creating a Digital Animation
R087 Creating Interactive Multimedia Products
R088 Creating a Digital Sound Sequence
R089 Creating a Digital Video Sequence
R090 Digital Photography
R091 Designing a Game Concept
R092 Developing Digital Games

Lessons will focus predominantly on digital graphics, web development and animation units. The topics students respond best to, will be the selected two optional units, whilst R081 will be taught alongside the units to assist student development of pre-production and how this applies in a practical sense. These units, when combined, allows students to develop an array of design skills suitable for the IT Media industry and give students an insight into what the IT Media Design industry is like.

Students officially begin their course work in Year 10 and sit their R081 exam in the summer of Year 10.

Year 11 Creative Computing (Cambridge National Certificate in Creative iMedia)

The unit structure for Creative Computing in Year 10 is as follows:

R081 **Pre-production skills (System life Cycle) (Mandatory)**
R082 **Creating Digital Graphics (Mandatory)**

Two options from the following:

R083 **Creating 2D and 3D Digital Characters**
R084 **Storytelling with a Comic Strip**
R085 **Creating a Multipage Website**
R086 **Creating a Digital Animation**
R087 **Creating Interactive Multimedia Products**
R088 **Creating a Digital Sound Sequence**
R089 **Creating a Digital Video Sequence**
R090 **Digital Photography**
R091 **Designing a Game Concept**
R092 **Developing Digital Games**

Lessons will focus predominantly on digital graphics, web development and animation units, the topics students respond best to, will be the selected two optional units, whilst R081 will be taught alongside the units to assist student development of pre-production and how this applies in a practical sense. These units, when combined, allows students to develop an array of design skills suitable for the IT Media industry and give students an insight into what the IT Media Design industry is like.

Students mainly focus on the completion of their course work pieces in this year, however, there is opportunity for resubmission/retaking any units that students wish to improve- they may only do this once.