

**Title** *Computing – Creative Media Pathways*



**Year 10**

Media products, audiences and purpose



Audience interpretation of media messages



Genre, Narrative & Representation



**Ks4/5 Digital Creative Media**

**Year 11**

Production techniques : Interactive Media



Production techniques : Print Media



Production techniques : Audio & moving Image



Media pre-production processes and practice



Media pre-production skill & Techniques



Media production & Post-production Practices



**Year 10**

Review of progress & Development



Media Post-production Practices (interactive)



Media Post-production Practices (print)



**Year 12**

Modifying assets to meet game specifications



Designing & Building digital games



Creating Game Assets



Understanding Game Genre & Design



**Year 12**

Develop 3D models for use in a 3D game



Structure and use of models in 3D games



**Level 3 Creative Digital Media Game development**

**Year 13**



Understand 3D game environments and their design



Explore ideas for the production of 3D models

Purpose and techniques of 3D animation in the media industry



Create a digital 3D animation for a specific media purpose



Produce graphics for the 3D game environment



Explore the use of 3D animation tools for a specific product

