

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

