Creative IMedia

Creative iMedia will equip our students with a diverse set of creative media skills, offering them opportunities to develop valuable, transferable abilities in research, planning, and review, as well as collaboration and effective communication of creative ideas. By applying these skills, students will be able to produce creative media products that are fit for purpose.

Creative iMedia also challenges all learners, including high-achieving students, by introducing them to advanced materials and techniques. It fosters independence and creativity while providing tasks that engage with the most challenging aspects of the National Curriculum.

The goal is to provide students with experience in a more independent style of learning, offering opportunities to explore, solve various problems, and acquire the essential skills that will ensure students fulfil their potential.

Our 'why'

The scheme of work is designed to help students build skills and knowledge in various applications relevant to today's world. The curriculum is carefully structured, with particular attention given to the logical sequencing of topics. The goal is not only to develop digitally literate citizens but also to empower our students with computational skills, enabling them to better conceptualise and understand computer-based technology, thereby preparing them to thrive in modern society.

The curriculum features topics that are both enjoyable and engaging for all our students. This approach has been introduced to elevate learning standards and to cultivate a wide-ranging and deep understanding of the skills and knowledge our learners need.

The goal is to provide students with experience in a more independent style of learning, offering opportunities to explore, solve various problems, and acquire the essential skills that will ensure students fulfil their potential.

Our 'how'

The Creative iMedia course is a vocational qualification that offers an engaging, practical, and inspiring approach to both learning and assessment. It equips students with a variety of skills and provides opportunities to develop transferable abilities, such as research, planning, review, collaboration, and effective communication of creative concepts. This hands-on approach is highly relevant to how young people engage with the technology used in creative media.

Students will have the opportunity to explore a wide range of platforms commonly associated with iMedia. Examples of design work they might undertake include:
Designing, creating and evaluating -

Digital Graphics
Interactive Digital Media Products
Video and Audio editing.
Motion Graphics and Animation