**Creative Industries Learner Journey**

**SCQF Level 5**

|  | **Learning Intention** | **Success Criteria – learners will be able to;** | **Planned Homework activities** | **Ways to Support Learning at Home** | **Assessment** |
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| **Unit 1** | * Gain knowledge and understanding of sector and industry work.   **Passport of Skills**   * Taking responsibility * Communicating * Planning, managing, organising | * Investigate and research the following sectors; Gaming, Architecture, Fashion Design and Advertising * Identify and describe employability skills and job opportunities in each industry sector. * Identify and describe key skills within each sector. | * Investigate the 4 industry sectors using planned homework tasks. | * Use the internet to investigate the 4 industry sectors. | * Learner progress is monitored every day in class. Through ongoing dialogue, Learners and teachers identify strengths and areas for improvement and advice is given. * Throughout the year we reflect on the level of Learner achievement. This is based on the progress made with class work. This is communicated to Parents/Carers through Tracking Reports, Full Reports and Parent/Carer Evenings. * The unit is internally marked as a pass or fail in school. |
| **Unit 2** | * Produce and develop creative design ideas and a design brief. * Develop the chosen design idea in relation to the design brief. * Produce a final solution based on the design brief.   **Passport of Skills**   * Taking responsibility * Communicating * Working with Others * Planning, managing, organising | * Design a light for a department store (project 1). * Design a badge for the Scottish National Trust Transfusion Service (project 2). * Produce and collect a variety of investigation images and market research relevant to the design brief for both projects. * Design 2 different ideas based on your research in accordance to the brief for both projects. * Produce a final design for both projects. | * Collect market research images and investigation images appropriate to the design idea and design brief. * Complete design ideas experimenting with appropriate design elements and materials. | * Use websites such as Pinterest to seek inspiration for design ideas and techniques. | * Learner progress is monitored every day in class. Through ongoing dialogue, Learners and Teachers identify strengths and areas for improvement and advice is given. * Throughout the year staff reflect on the level of Learner achievement. This is based on the progress made with class work. This is communicated to Parents/Carers through Tracking Reports, Full Reports and Parent/Carer Evenings. * The unit is internally marked as a pass or fail in school. |
| **Unit 3** | * Produce and develop creative design ideas and a design brief working in as part of a group. * Develop the chosen design idea together as a team. * Produce a final solution based on the design brief together as a team.   **Passport of Skills**   * Taking responsibility * Communicating * Working with Others * Planning, managing, organising | * Design a poster for TRNSMT festival on Glasgow Green. * Produce and collect a variety of investigation images and market research relevant to the design brief. * Design different ideas based on your research in accordance with the brief. * Produce a final design. * Work as part of a successful team. | * Collect market research images and investigation images appropriate to the design idea and design brief. * Complete design ideas experimenting with appropriate design elements and materials. | * Use websites such as Pinterest to seek inspiration for design ideas and techniques. * Encourage teamwork and the skills of working with others. | * Learner progress is monitored every day in class. Through ongoing dialogue, Learners and teachers identify strengths and areas for improvement and advice is given. * Throughout the year staff reflect on the level of Learner achievement. This is based on the progress made with class work. This is communicated to Parents/Carers through Tracking Reports, Full Reports and Parent/Carer Evenings. * The unit is internally marked as a pass or fail in school. |
| **Unit 4** | Work as part of a team to organise an event.  **Passport of Skills**   * Taking responsibility * Communicating * Working with Others * Planning, managing, organising | * Plan and deliver a school event. * Work in a team to organise the event taking on certain roles and responsibilities. * Work in a team to run the event and evaluate its success. | * Complete bespoke tasks relevant to particular roles and responsibilities. | * Encourage teamwork and the skills of working with others. | * Learner progress is monitored every day in class. Through ongoing dialogue, learners and teachers identify strengths and areas for improvement and advice is given. * Throughout the year staff reflect on the level of learner achievement. This is based on the progress made with class work. This is communicated to Parents/Carers through Tracking Reports, Full Reports and Parent/Carer Evenings. * The unit is internally marked as a pass or fail in school. |