

PATHWAY	
1	Creative Industry Production
<p>The Creative Industry Production study programme is for young people with SEND. It is unique in the sense that students will be taught how to prepare for the transition to adulthood in a diverse and innovative environment that has Creative Industry Production implicit within the curriculum. Students have access to industry-standard equipment and are taught by professionals with years of industry experience from the education and employment sectors.</p> <p>The curriculum has core subjects of creative media, personal and social development; skills for independence, math; English; community learning and employability that will stretch and challenge students to further enhance knowledge, skills and behaviours and make informed choices and decisions that will support the transition to their planned destination for the next year and ultimately to adulthood. The aim of the programme is to utilise the students' EHCP specific objectives by identifying realistic short, medium, and long term accredited and none accredited personal success targets that are individual and reflect each student's aspirations. The programme will develop student awareness of the world of work including relevant local and regional employment opportunities.</p> <p>Students will develop knowledge and skills related to creative industry employment, IT, creativity, and innovation. They will also work on their personal development and communication including organising, reflecting, emotional resilience, social interaction, independent living skills, time management and project planning. These skills are vital in preparing students to move into an intended career or education destination. After developing knowledge and understanding, students will be expected to practically apply related skills and behaviors within a variety of settings including the classroom, community and within a work-related role. These include professional practice, empathy, seeking support, resilience, problem-solving and reflection.</p> <p>To support independence and keep students active and safe in the community they will be taught a range of topics focused on how to access and enjoy the community whilst demonstrating safe behaviours when in the community and/or online. Students will also gain an awareness of PREVENT; understanding the criminal justice system; knowing where to go for help and how to use the emergency services; accessing adult services and know how to maintain positive professional relationships and positive friendships outside the College.</p> <p>Work-related learning activities are embedded throughout the Creative Industry Production study programme. Students will participate in regular Information, Advice and Guidance activities, prepare a progression plan, and participate in one-to-one discussions to develop knowledge and work skills building up to a transition into an educational setting or employment. Students will undertake enterprise work, internal job roles, and community and employer tutorials to develop industry knowledge and understanding of paid and unpaid work, higher education, Apprenticeships, and CV writing.</p> <p>Students attend planned specific subject sessions, will work independently, with peers, take part in group discussions and undertake online learning and research to develop an understanding of topics before applying Media skills. Students will participate in and lead individual/group projects each term. Projects will include producing radio/TV adverts, photography series or websites. Creative Industry Production is predominantly practical activity-based and is differentiated to support each individual student to gain the skills, knowledge and behaviours required for progression and independence.</p>	
Pathway Aim	<p>This exciting and creative pathway provides students with the opportunity to gain a broad range of valuable skills and knowledge in the creative media sector. It is a practical, hands-on course enabling students to work both independently and in teams reflecting industry practices. Students will explore their own creative potential by using recognised industry creative Adobe software packages and by participating in vocational study whilst developing everyday life skills, social independence, and resilience.</p>

Pathway Key Objectives	The key objectives of the pathway are to provide students with the opportunity to gain experience, skills, and knowledge in the creative media sector. Students will have a valuable understanding of the professional skills required for this fast-moving dynamic industry and participate in practical demonstrations and projects. Students will follow a personalised timetable and work towards achieving their overall programme aspirations to support a positive and meaningful transition.
Key FS Delivery Method	Students will either attend a discrete session with FS tutors, delivered with other students of the same level; 1:1 focus sessions, or they will participate in none-accredited sessions, planned, and supported by the FS tutors but delivered by the class teaching team. The tutors will incorporate employability and vocational elements of the curriculum in their 2021-2022 FS delivery.
Pathway Transition Routes	Transition pathways for each student will be determined individually via an Annual Review reflecting their levels of progress and learning. Progression routes could include paid employment, voluntary employment, further education, Traineeship and Apprenticeship provision, supported or independent living.

SUBJECTS	
1	Employability Skills (100%)
2	Personal Development (100%)
3	Enterprise (100%)
4	Travel Training (44%)
5	Functional Skills (100%)
12	British Values & PREVENT (100%)
13	Generic Pathway/Personal Pathway (100%)
14	Community Learning (100%)
16	Childcare (11%)
17	Media & Photography (100%)
21	Digital Capabilities (100%)

Key Teaching Methodology	
Planning individual session content and delivery including support – 5 Minute Session Plan and Co-production with students	
1	Classroom Taught Sessions
2	Classroom Practical Sessions
3	Enterprise Activities
4	Community Activities
5	External Guest Speakers
6	Physical Activities
7	1.1 Coaching Sessions
8	Experiential Learning
9	Peer Learning
10	Remote Learning
11	Self-Directed Study
12	Digital Study (Auditory/Visual/Kinaesthetic)
13	Work Experience Internal
15	External Visits/Trips
16	Peer Mentoring

Key Assessment Methodology (Accredited Study)	
2	Pearson PGW

4	Pearson Vocational
4	Pearson Functional Skills

Key Assessment Methodology (None-Accredited Study)	
1	Internal Certification (Termly Progress Days)
2	Personal Success Targets

Key Support Methodology	
1	Coordination (11%)
2	Social Emotional Mental Health (66%)
3	Autism (22%)
4	Hearing / Visual Impairment (33%)
6	Speech Language and Communication (44%)
7	Cognition and Learning (50%)

Quality Assurance			
Date Submitted	11/10/2021		
Submitted By	Kyrstie Schofield	Signature	
Date Approved	11/10/2021		
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