S2 CREATIVE INDUSTRIES TIMELINE 2024 – 25

It is important that you keep this in a safe place and refer to it regularly. Important dates, reviews, handins and home works are clearly marked, please transfer these items into your homework diaries for future reference. The Creative Industries course will be split into four units:

- Design Portfolio
- Expressive Portfolio
- Critical Studies

WK / BEG	Course plan	Homework Plan
03/06	Review of overall progress to date / peer assessment	Folio targets
10/06	Design final outcome – design drawings / finalise structure	Final design drawing in colour
17/06	Design final outcome – structure – inking and paper mache	Finish structure
24/06	Design final outcome – structure – inking and paper mache	
	HOLIDAY – Wed 26 th June	
	TERM 1	
12/08	Mon / Tues – In Service Creative Industries – Introduction Intro – Creative Industries Mindmap of Creative Industries	Creative Industries research task
19/08	 Creative Industries – Character Design & Animation Introduction, what is game design? Design process 	
26/08	Creative Industries – Character Design & Animation Games Analysis – research Ideas creation	Complete Game Analysis slides
02/09	Creative Industries – Character Design & Animation • 2D or 3D character creation • Pitches on game design – "sell" your idea	
09/09	Creative Industries – Character Design & Animation Animation – history Description – history Description – history	Flipbook analysis
16/09	Fri - September Holiday Creative Industries - Character Design & Animation • 2D animation - flipbooks	*Flipbook assessment

23/09	Mon - September Holiday	
	Creative Industries – Character Design &	
	Animation	
	• 3D animation – stop motion	
	• What is stop motion?	
	3D character creation - wire armatures	
30/09		Stop Motion analysis
30/09	<u>Creative Industries – Character Design &</u>	Stop Motion analysis
	Animation	
07/40	3D character creation - wire armatures and clay	*** (* 1. (
07/10	<u>Creative Industries – Character Design &</u>	*Optional input from My World of
	Animation	Work Live advisors on Coding
	3D character creation - wire armatures and clay	Platform Games*
	HOLIDAY	
21/10	Mon - In Service	Research task
	Creative Industries – Character Design &	
	Animation	
	Backdrop creation	
	How to use Stop Motion app	
28/10	Creative Industries – Character Design &	
	Animation	
	Filming stop motion animation	
04/11	Creative Industries – Character Design &	Upload stop motion clip
	Animation	*Stop motion assessment
	<u>-</u>	otop meten decesement
	Complete filming stop motion animation	
44/44	Peer assessment of clips	
11/11	<u>Creative Industries – Product Design</u>	
	Intro to product design	
	Visual research on chosen theme for cup design	
	- individual pupil choice	
18/11	<u>Creative Industries – Product Design</u>	Product design hw
	Design sketches of cup design idea	
	Decisions on materials used	
25/11	Creative Industries – Product Design	
	Creation of take-away coffee cup	
02/12	Creative Industries – Product Design	
	Photography – intro to basic photography	
	Study of product photographer and analysis	
09/12	Creative Industries – Product Design	
03/12	Photographing cup designs across mini tasks	
16/12	Creative Industries – Product Design	Mid-term evaluation
10/12		wiiu-terri evaluation
	• Photographing cup designs across mini tasks,	
	creating "contact sheet", how to store files	
	HOLIDAY TERM 2	
	TERM 2	
06/01	<u>Creative Industries – Graphic Design</u>	Graphic Design Task
	Graphic design intro – recap	
	• Zines – what are zines?	
	Brief	
13/01	Creative Industries – Graphic Design	
	Paper mock up of a zine	
	What should be in the zine? Decide on pages	
	per classmate	
20/01	 	Zines Research Task – Dear
ZU/U I	<u>Creative Industries – Graphic Design</u>	ZITIES RESEATON TASK - Deal

	Typography – font creation	Grace
27/01	Creative Industries – Graphic Design	- Class
21701	Front cover – graphic design	
	Illustration or collage to create a front cover	
	design	
	Pitch for front cover to be chosen	
03/02	Creative Industries - Graphic Design	*Pitch presentations
	Class vote for front cover design	·
	 Schedule planning – key roles and skills 	
	required for individual pages	
	Confirm pages, skills and resources required	
10/02	Creative Industries – Social Enterprise Insert	Create poster for Social Enterprise
	What is social enterprise?	Task
	 Pop Up Shop brief – sweets sales for Fashion 	
	Show. Decide on charity	
	Graphic Design - Create poster (HW) and logo	
	for sweet bags.	
17/02	Logos – intro task – 1 lesson	Complete poster design and loge
17/02	Mon / Tues - Mid Term Wed - In Service	Complete poster design and logo design
	Creative Industries – Social Enterprise Insert	design
	Complete logo designs – 1 lessons	
24/02	Creative Industries – Social Enterprise Insert	
24/02	Complete logo designs – 3 lessons	
03/03	Creative Industries – Social Enterprise Insert	Graphic Design Task
00,00	Make up sweet bags – 3 lessons	Grapinio Booigii Taok
10/03	FASHION SHOW / ART EXHIBITION REHEARSAL	
17/03	FASHION SHOW / ART EXHIBITION	
	Creative Industries – Graphic Design	
	 Confirm pages, skills and resources required 	
	Begin individual page creation	
24/03	Creative Industries - Graphic Design	
04/00	Individual page creation	
31/03	Creative Industries – Graphic Design	
	Individual page creation HOLIDAY	
	TERM 3	
24/04	<u> </u>	
21/04	Mon – Easter Monday / Tues – Study Leave Creative Industries – Graphic Design	
	Individual page creation – first draft	
28/04	Creative Industries – Graphic Design	
20/07	Drafts and Refining – final draft and digital	
	refinements	
05/05	Mon - Holiday	Completion of individual page
	Tues - In Service	
	Creative Industries - Graphic Design	
	Completion of final draft and submit	
	Layout	
12/05	Creative Industries – Graphic Design	Completion of OLM presentations
	Preparation of slide for OLM Presentations	
19/05	Fri - May Holiday	
	Creative Industries – Graphic Design	
	Preparation of slide for OLM Presentations	
26/05	Mon - May Holiday	
	Creative Industries – Graphic Design	

	 OLM visit to deliver presentations Reflect on visit and delivery
02/06	New Timetable
09/06	
16/06	
23/06	
	LAST DAY OF TERM : Wed 25 th