| Key Stage 4 Digital Media | Years 10/11 | **Digital Photography**<br><br>Using electronic and computing appliances to capture, create, edit and share digital images/photographs. It encompasses several different technologies to provide electronic or computer-based photography. | **Developing Animation**<br><br>Using software to manipulate still figures and images to appear as moving images. | **Interactive Media Products**<br><br>Creating Computer-delivered electronic systems that allows the user to control, combine, and manipulate different types of media, such as text, sound, video, computer graphics, and animation. | **Digital 3D Modelling**<br><br>The process of creating three-dimensional representations of an object or a surface. 3D models are made within computer-based 3D modelling software such as CAD/CAM. Using 3D printers to produce models. | **Games programming**<br><br>Using coding to bring a video or computer game to life | **Digital Video**<br><br>How to create videos that can be used and shared online with a relevant audience and purpose. |
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