



CREATIVE PATHWAY

Our Creative Pathway program ensures that students receive comprehensive guidance on all aspects of their future careers in the arts. Participants benefit from personalised support and expert advice, equipping them to make competitive applications in their chosen creative fields.

Who would this Pathway be suitable for?

This pathway would be of interest to students who are passionate about exploring careers in the creative industry and eager to gain hands-on experience in their areas of interest. It appeals to those who are enthusiastic about subjects such as Acting, Art, Dance, Digital Media Production, Drama, Film Studies, Music, Photography and more. Students who are looking to develop skills that are highly applicable in the modern world of work whether it's acting, sound design, fashion, digital marketing, or other creative fields would greatly benefit from this program. It is particularly ideal for those who want to tailor their educational experience towards their career goals, while also taking advantage of enrichment opportunities like Adobe certification, giving them an edge in a competitive market. Miss Oram will be leading the Creative Journalism, Creative Writing and Media Studies. Mr Turner will be leading the digital creative elements, which include Digital Creative Media, Games Design, Graphic Design and those who attend the Adobe Enrichment .etc

What are the benefits of the Creative Pathway?

The Creative Pathway is specifically tailored to align with each student's individual career aspirations. Participants will benefit from bespoke sessions that cater to their unique needs. The program offers a variety of engaging formats, including presentations, workshops, application support, discussions with alumni, and networking opportunities with industry professionals. This hands-on approach ensures that students gain invaluable insights and skills, such as:

- **Bespoke learning sessions:** Tailored to meet individual career aspirations, ensuring students get personalised support.
- **Varied learning formats:** Engaging workshops, presentations, application support, and networking opportunities.
- **Career preparation:** Invaluable experience through work placements, industry insights, and guidance from experts.
- **Development of practical and soft skills:** Through projects like the Careers Magazine, students refine research, communication, and technical skills in alignment with industry standards.

The pathway's structure allows students to grow both academically and professionally, positioning them for success in a broad spectrum of careers across the creative industries.

Careers, Information Advice and Guidance (CEIAG)

The pathway includes personalised opportunities through the 'My Path' program, which offers:

- **1:1 Sessions** focused on personal statements, university applications, and mock interviews.
- Assistance with arranging **Work Experience** to enhance practical skills.

What are the expectations of you?

To successfully complete this pathway, participants are expected to:

1. **Attend Half-Termly P3 Pathways Sessions:** Engage in these sessions as part of your personal development provision, which are designed to enhance your skills and knowledge.
2. **Participate in After-School or Enrichment Sessions:** Attend selected sessions tailored to your interests, providing opportunities for further exploration and skill development in your chosen field. This includes, University Visits, Monthly Seminar, Designated Pathway careers day.
3. **Complete a School Magazine:** Develop and submit a comprehensive School Magazine focused on a sector of your choice, demonstrating your research and understanding of the industry.

These expectations are designed to foster your growth and prepare you for a successful career in the creative industry.

What we will offer

In addition to these enriching sessions, students will have the opportunity to collaborate in the development of a School Magazine on their chosen sector using industry standards, such as Digital Marketing, Drama, Set Design and Lighting, or another exciting field. The standout publication will be recognised as the 'Creative Pathway Student(s) of the Year,' celebrating the hard work and creativity of the participants.

Embark on this educational journey and unlock your potential in the vibrant world of the arts!



SESSION BREAKDOWN

Year 12	Session 1: Introduction to Creative Careers & Industry Pathways 	Objective Explore various career options in the creative industry and introduce the <i>School Magazine</i> project. Targeted for: Students passionate about the creative industry and interested in exploring their next steps.	Content - Overview of creative industry career paths: acting, digital marketing, sound design, fashion, etc. - Exploration of university courses, apprenticeships, and job opportunities. - Explanation of the School Magazine project, where students will research and produce content about a creative sector of their choice. Each student's contribution will come together to form a collaborative school magazine. - Real-life examples of career journeys.	Activities: - Group discussion on students' career interests. - Brainstorming session for <i>School Magazine</i> topics: each student selects a creative industry sector to research. - Introduction to roles within a magazine team: editor, designer, writer, researcher.	WORK EXPERIENCE Introduction
	Session 2: Exploring Higher Education: Creative Degrees & Universities 	Objective: Provide insights into university-level creative courses and support students in researching relevant programs for their <i>School Magazine</i>. Targeted for: Students considering creative degrees and looking for guidance on university applications.	Content: - Overview of popular creative degrees: Digital Media Production, Film Studies, Photography, etc. - University application and personal statement guidance. - Importance of a portfolio for creative courses. - How to compile a digital or physical portfolio. Alumni experiences from creative courses.	Activities: - Personal statement workshop. - Students research university programs to feature in their magazine articles. - Peer review of initial magazine article drafts on university pathways.	WORK EXPERIENCE Applications
	Session 3: Apprenticeships & Vocational Pathways in the Creative Industry 	Objective: Explore apprenticeships and vocational training options for creative careers and create magazine content around these alternative pathways. Targeted for: Students interested in non-university routes and keen to explore apprenticeships or vocational options.	Content: - Overview of apprenticeships in creative fields: digital marketing, set design, music production. - Guide to finding and applying for apprenticeships. Case studies of professionals who chose non-university routes. - Discussion on work experience and internships.	Activities: - Apprenticeship search and application support. - Writing workshop: creating content on apprenticeship opportunities for the <i>School Magazine</i>. - Peer editing session for magazine content.	
Year 13	Session 4: Networking & Industry Insights: Engaging with Creative Professionals 	Objective: Provide students with insights from industry professionals and incorporate interviews or case studies into their <i>School Magazine</i>. Targeted for: Students looking to gain real-world insights and network with professionals in their desired field.	Content: - The importance of networking in the creative industry. Guest speakers from various creative fields (e.g., sound technicians, fashion designers, digital marketers). - Setting up professional profiles on LinkedIn or other platforms. - How to approach professionals for interviews or networking.	Activities: - Q&A with guest speakers. - Networking practice: students reach out to professionals in their chosen field for magazine interviews. - Collaboration with peers to gather quotes and case studies for magazine articles.	WORK EXPERIENCE Personalised Week
	Session 5: Creating a School Magazine: Research, Design, & Production 	Objective: Begin the layout and design process for the <i>School Magazine</i> using professional tools and standards. Targeted for: Students interested in media, creative writing, or design who want hands-on experience in producing a publication.	Content: - Introduction to magazine design using tools like Adobe InDesign. - Tips on writing copy formatting, photo sourcing, and magazine layouts. Industry standards for magazine production (e.g., headings, visuals, text-to-image ratio).	Activities: - Hands-on workshop using Adobe tools to design magazine pages. - Group work: editing, proofreading, and layout planning. - Final review of all magazine articles for cohesion and consistency.	WORK EXPERIENCE Feedback
	Session 6: Magazine Development for Creative Careers 	Objective: Help students complete the final touches on their <i>School Magazine</i>. Targeted for: Students completing the magazine.	Content: Final touches on the <i>School Magazine</i>: editing, final design checks, and proofing. Personal branding: how to present your work professionally.	Activities: - Magazine critique and feedback session. - Magazine completion and final review.	WORK EXPERIENCE Thank you letters