

Notional learning hours	30
Level	1
Preparing for Adulthood pathway	Community inclusion; Employment
Subject area	Design and technology
Vocational area	Computing
Skill	Ability to learn; IT skills
Learning aim	The learner will develop employability and communication skills by planning, producing and reviewing gaming related content suitable for an intended audience.
Learning context	1:1, group work, research, practical activity, planning, observation

Learning outcomes What the learner needs to know, understand or be able to do The learner will	Assessment criteria What the learner needs to demonstrate in order to meet the learning outcome The learner can
Explain work responsibilities involved with content creation.	<ul style="list-style-type: none"> <li>• Identify at least four tasks required to create gaming content</li> <li>• Describe responsibilities that come with creating gaming content</li> <li>• Demonstrate awareness that content creation requires workforce skills</li> </ul>
Create a plan for gaming content based on audience wants and needs and identify workforce skills developed through content creation.	<ul style="list-style-type: none"> <li>• Select a game or genre of gameplay</li> <li>• Research two existing content creators that produce content under that title or titles within that genre</li> <li>• Identify at least four common themes or actions that audiences generally respond well to</li> <li>• Create a comprehensive plan or storyboard for an original piece of content using that research</li> <li>• Identify all tools and software needed for creation</li> <li>• Identify at least five interpersonal skills that can be developed by content creation that</li> </ul>

<b>Learning outcomes</b> What the learner needs to know, understand or be able to do The learner will	<b>Assessment criteria</b> What the learner needs to demonstrate in order to meet the learning outcome The learner can
	<ul style="list-style-type: none"> <li>can be translated into employability skills (i.e: time management)</li> <li>● Explain how each skill can carry over into a workplace</li> <li>● Give at least three examples of skills developed during the creation of own original content</li> </ul>
Create a piece of original content.	<ul style="list-style-type: none"> <li>● Using the created plan, produce a piece of original content, either an announcement for a livestream for social media, a short form or long form video</li> <li>● Use suitable communication and language for identified target audience</li> <li>● Demonstrate strong preparation, including supporting documents (i.e: a narration script for video form content)</li> <li>● Make appropriate edits to the finalise and polish the content (i.e: relevant graphics, transitions in videos)</li> </ul>
Research publishing requirements for a chosen platform.	<ul style="list-style-type: none"> <li>● Choose two different platforms where content can be published</li> <li>● Identify what kind of content you can publish on each platform</li> <li>● Name at least three prerequisites to publishing content on each platform</li> <li>● Select a platform that works best for the original content created</li> <li>● Give three reasons to justify why this works well for the content created</li> </ul>
Demonstrate awareness of personal safety when publishing gaming content online.	<ul style="list-style-type: none"> <li>● Identify four risks of publishing gaming content online</li> <li>● Name one protective measure that can be taken against each risk</li> <li>● Name two examples of respectful communication when creating content or talking directly to an audience</li> <li>● Create a safety plan that includes risks and</li> </ul>

<b>Learning outcomes</b> What the learner needs to know, understand or be able to do The learner will	<b>Assessment criteria</b> What the learner needs to demonstrate in order to meet the learning outcome The learner can
	measures to use every time content is created and published in either a flowchart or rule list format
Identify a career where content creation is essential.	<ul style="list-style-type: none"> <li>• Identify at least one career where content creation is a significant element to the role</li> <li>• Research the role and create an overview on daily responsibilities and tasks</li> <li>• Research entry points into the role, including qualifications and experience needed</li> <li>• Create a summary of the role, entry requirements and remuneration in any format of choice</li> </ul>
Evaluate the original content.	<ul style="list-style-type: none"> <li>• Identify five strengths in the original content created</li> <li>• Identify 5 areas that could be improved</li> <li>• Write a 500 word evaluation on the content, skills used and skills developed</li> <li>• Link the evaluation into a career pathway of choice</li> <li>• Set a working target for future content</li> </ul>

Assessment methodology	Linked to learning outcomes
Observation checklist	Explain work responsibilities involved with content creation.
Labelled product, video or photographic evidence	Create a plan for gaming content based on audience wants and needs and identify workforce skills developed through content creation.
Labelled product, video or photographic evidence	Create a piece of original content.
Record of oral questioning	Research publishing requirements for a chosen platform.
Labelled product, video or photographic evidence	Demonstrate awareness of personal safety when publishing gaming content online.
Labelled product, video or	Identify a career where content creation is essential.

Assessment methodology	Linked to learning outcomes
photographic evidence	
Labelled product, video or photographic evidence	Evaluate the original content.