

S4 Inventive Arts Glasgow Kelvin College, Easterhouse Campus

EVIP Inventive Arts is designed to help you develop the skills and knowledge required to work within the Inventive Arts industry with the view to moving into employment, education or training when leaving School. You will also develop your employability skills and explore the world of work through the opportunity of work experience.

As part of the course, you will continue to work towards qualifications in English and Lifeskills Mathematics and will still receive PSE (guidance) and PE classes.

Qualification	Level	Type
Employability You will increase your knowledge on the world of work and also learn how to gain and sustain employment. You will focus on generic employability skills, to enable a successful move into the job market. You will develop skills and attitudes which will be applicable across all areas of employment.	National 3 or 4	Full Award
English You will develop your literacy skills and understand, analyse and evaluate texts in the contexts of literature, language and media. You will also create and produce texts, and develop planning and research skills, applying language skills as appropriate.	National 3 or 4	Full Award
Lifeskills Mathematics You will study numbers, money, shape, space and measurement in everyday life, enabling you to interpret data and tackle real-life situations.	National 3 or 4	Full Award
NPA Computer Games Development This award is designed to enable you to: <ul style="list-style-type: none">investigate the computing gaming industry/genres/hardware/trends and emerging technologiesgain an understanding of underlying concepts and the fundamental principles involved in digital gaming planning and designgain the knowledge and skills required in the creation of media assets and games developmentwork with others to test a game and give constructive feedbackcollaborate with others in an enterprise activity to promote/market a game	National 4	Full Award
NPA Photography The NPA in Photography contains four Units: <i>Understanding Photography</i> , <i>Photographing People</i> , <i>Photographing Places</i> and <i>Working with Photographs</i> . While the Units may be taught in any order, the natural starting point is to develop your understanding of photography through the Understanding Photography Unit. The next step is to think about developing your ability to photograph people and places and finally to work with photographs. Your tutor will talk to you about how all the Units link and how learning can be gathered within and across Units.	National 4	Full Award
Wellbeing You will explore factors that influence personal wellbeing, and to make decisions that contribute to improving personal wellbeing. You will be encouraged to look at connections between mental, emotional, social and physical health, and to look at different ideas of health and wellbeing at a personal, community, societal or global level.	National 3 or 4	Full Award
Colour: An introduction You will acquire a basic understanding of colour, colour theory, colour harmonies and colour relationships in nature. This unit provides you with skills useful in any further art and design work using colour.	National 5	Individual Unit

Drawing & Drawing Media This Unit introduces you to drawing and drawing media and helps establish artistic and creative awareness. You will be provided with transferable skills which can be applied to many creative projects. It is suitable for people with little or no experience of drawing and drawing media.	National 5	Individual Unit
Midi Sequencing In this Unit you will be given the opportunity to develop practical and creative skills, which will allow them to use a MIDI (Musical Instrument Digital Interface) sequencer to create, edit and mix audio. This is a practical Unit, but candidates will also gain knowledge and understanding of MIDI theory, functions and capabilities.	National 5	Individual Unit
Art & Design: Introduction to Painting You will have the opportunity to research a theme in painting, investigate appropriate techniques and materials, produce work and present completed work; you will work with a range of materials i.e. paint, pastels, pens, pencils, ink and clay.	National 4	Individual Unit

What happens next?

You will be referred to EVIP via your current School. You will then have the opportunity to attend an Information Sharing session and then you will be invited to attend a Taster Session at Glasgow Kelvin College, Easterhouse Campus.

Courses start in August and you will transfer from your current school roll to the roll of EVIP. You will attend EVIP 5-days each week and classes run from 9.30am-3.15pm. You will be given an appropriate travel card to allow you to travel independently to and from EVIP/College.

Learning will be delivered in a variety of environments including, classroom, IT suite, sound studio, art room and Sports Centre.

All pupils in the class will be supported by an EVIP Officer/Vocational Coach. They will provide pastoral care, guidance and support at all times during the school day. You are not permitted to leave the College Campus after you have arrived in the morning.

What opportunities are there after EVIP?

There's a career for you in Scotland's thriving creative industry – whatever your interests, It's one of Scotland's most diverse sectors, covering architecture, tv, radio, film, fashion and textiles, cultural heritage, design, journalism, publishing, music, visual arts, gaming and more.

If you can combine imaginative insight and a natural flair for storytelling with technical skill then you could be in demand. Solid digital knowledge is now essential as well. Many people who work in the industry are either self-employed and manage their own hours, or work on contracts of a year or less. This means a creative career could be a great choice if you're entrepreneurial, love networking, enjoy promoting yourself and your abilities and value flexibility in your work life.

There's no shortage of talented young Scots who want to work in the creative industries. To put yourself ahead of the competition, you need to be determined. It's important to get work experience, volunteer, and take part in extra-curricular activities alongside your studies. This gives you insight into how the industry works, the jobs and duties involved and the skills that are needed. It also helps you figure out what suits you, and start to build a network of contacts who can help you in the future.

Young people have access to weekly sessions on Employability and will have regular access to the School Careers Advisor from Skills Development Scotland to ensure that they receive the appropriate level of advice and information.