

CAREERS ACTIVITIES LINKED TO KEY INDUSTRY SECTORS

CREATIVE CAREERS ACTIVITY (KS4)

Whether you know exactly what job you want to do and how to get there, or whether you aren't sure just yet, researching the job roles within different industry sectors will help you to expand your knowledge and help you understand the learning pathways, skills and qualifications which potential employers may be looking for from young people entering their industry sector.

During this activity you will be able to explore these different job roles, begin to look in more detail at specific job roles and then use labour market information to understand what type of employers you could end up working for.

As part of this series of careers activities you will be given the opportunity to explore the many careers that may be open to you should you wish to take up a role within the Creative industry sector.

SECTION 1 WHAT IS A CREATIVE CAREER?

Let's start by understanding exactly what is meant by a Creative Careers and the different job roles that are within the industry.

[Watch this short video developed by Creative Careers.](#)

You should be able to watch this video on your mobile phone or on your computer.

Can you list below 10 different types of job roles within the Creative Industry?

Please don't focus just on the roles featured within the video try and research some more by exploring the internet.

Name of Job Role

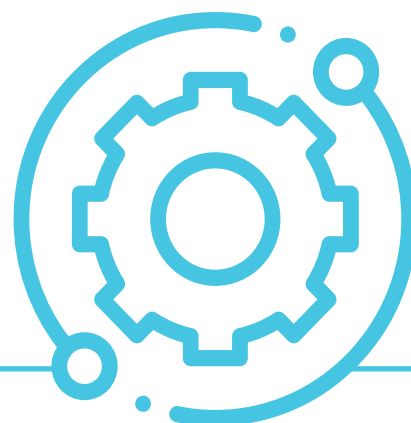
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SECTION 2

ROUTES INTO THE CREATIVE INDUSTRY

Watch this [video](#) to help you understand the different entry routes you could take to join the Creative Industry sector.

Lets us explore these routes in more details.



THE TECHNICAL ROUTE

Known as Tech levels or T-levels, these include qualifications such as BTECs and NVQs in engineering, ICT and construction & the built environment.

T Levels are new courses coming in September 2020, which will follow GCSEs and will be equivalent to 3 A levels. These 2-year courses have been developed in collaboration with employers and businesses so that the content meets the needs of industry and prepares students for work.

T Levels will offer students a mixture of classroom learning and 'on-the-job' experience during an industry placement of at least 315 hours (approximately 45 days). They will provide the knowledge and experience needed to open the door into skilled employment, further study or a higher apprenticeship

Research and answer the following questions about the TECHNICAL route into the Creative Industry.

1. Using the internet can you research and list 5 x creative job roles which you think might suit the TECHNICAL Entry route?

2. Using the internet can you research and list the local colleges or training providers who offer T'level opportunities linked to creative jobs in Worcestershire?

3. What do you think are the benefits of choosing the TECHNICAL ROUTE into the Creative Industry?

THE APPRENTICESHIP ROUTE



Apprenticeships allow you to earn money, combining on-the-job training with study. They can open doors to a wide variety of Creative jobs and can be taken at different levels, including intermediate, higher and degree apprenticeships.

You will generally need a minimum of five GCSEs (or equivalent) including English, maths and science or technology subjects, often at grades 9 to 4 (A* to C) due to competition for places.

Watch the short video by clicking on the link below to explore the options open to you if you choose to follow the Apprenticeship route. [Video - Apprenticeship Route](#)

Research and answer the following questions about the APPRENTICESHIP route into Creative Industry..

1. Please watch the video below to view a ["Day in the life of a Creative and Design Apprentice"](#). What do you think are the benefits of joining the Creative Industry via the APPRENTICESHIP ROUTE are?

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2. Using the internet can you research and list some companies in Worcestershire that offer Apprenticeships in the Creative Industries?

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3. Using the internet can you research and list some of the different roles within the Creative Industries which you can join as an Apprentice? List your top 5 job roles in the table.

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THE UNIVERSITY ROUTE

After completing your A-Levels, T-levels, IB, Highers, BTEC Level 3 or equivalent, you may decide to go on to study a subject relating to Creative Industries at university.

Students would usually complete a university course over a period of three to four years. Depending on the subject, these courses combine coursework, exams and practical learning also. It is possible to study your degree part time and in your private time. Students would normally focus on one course which would support their entry into a specific job role.

You will normally find that you will need to achieve GCSE, A level subjects or a vocational course to Level 3, in order to apply to undertake a Creative Industry related degree at university.

Research and answer the following questions about the **UNIVERSITY route into the Creative Industry.**

- 1.** Using the internet can you explore and list 10 x different Creative Industry courses you could study at University?

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- 2.** Can you list 5 x job roles which you could undertake once you have completed a degree at university with is related to the Creative Industry?

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- 3.** Using the internet can you research and list some local, regional and nationally based universities where you could study Creative Career related degrees?

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SECTION 2

EXPLORING JOB PROFILES

To help you understand and obtain more information about a variety of these job roles you can begin to explore their "Job Profiles"

A job profile should give you key information about the role including entry routes, qualifications, potential earnings and the tasks the job involves.

Using this link can you explore the following [JOB PROFILES](#) and then answer these questions for each of the job roles?



COMMUNITY ARTS WORKER

1. How many hours per week would you expect to work as a COMMUNITY ARTS WORKER?

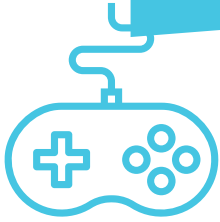
2. Can you name the qualifications which might help you become a COMMUNITY ARTS WORKER?

3. What would the starting salary be for a fully qualified COMMUNITY ARTS WORKER be?

4. What "Work Experience" could you undertake before looking to become a COMMUNITY ARTS WORKER?

5. Can you write a paragraph about the tasks you might be required to undertake as a COMMUNITY ARTS WORKER ?

[Why not watch this short video about a Community Arts Worker from the BRIT School?](#)



GAMES DEVELOPER

1. How many hours per week would you expect to work as a GAMES DEVELOPER?

2. Can you name the qualifications which might help you become a GAMES DEVELOPER?

3. What would the starting salary be for a fully qualified GAMES DEVELOPER?

4. Can you write a paragraph about the tasks you might be required to undertake as a GAMES DEVELOPER?

5. Can you list 3 x employers in Worcestershire where you could be employed as a GAMES DEVELOPER?

[Why not watch this short video about Simon who is the Head of Games at Escape Studios?](#)



FILM DIRECTOR

1. How many hours per week would you expect to work as a FILM DIRECTOR?

2. Can you name the qualifications which might help you become a FILM DIRECTOR?

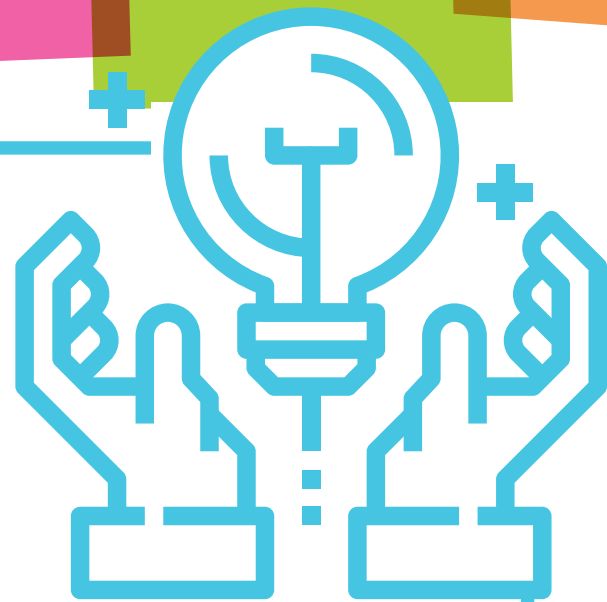
3. What would the starting salary be for a qualified FILM DIRECTOR?

4. Can you write a paragraph about the tasks you might be required to undertake as a FILM DIRECTOR?

5. Can you list 3 x employers in Worcestershire where you could be employed as a FILM DIRECTOR?

[Why not watch this short video about Daniel who is a Filmmaker at Chocolate Films?](#)

CREATING OUR FUTURE!!!



You should now have a better understanding of the **CREATIVE INDUSTRY** and some of the roles you could choose if you wanted to enter this industry sector.

Your next task will be to look to the future and use your imagination to look at how the Creative Industry could change the way we live in the future.

Can you think of some ways in which the Creative industry could change the way we live in the future?

In the free text box below provide some details of your ideas, what you think might change within the creative sector and then provide some details of how some of the different job roles within the Creative industry played their part in achieving this.

If you are feeling artistic why not create an example drawing of what your idea/s may look like?

Here are some questions which might help you come up with some ideas.

Perhaps think about giving examples of how we might be entertained in the future?



How will technology support this?

Will artificial intelligence have an impact on the creative sector in the future?



What will our clothes look like in the future?

What will music sound like in the future?



A large empty rectangular box for writing or drawing.

