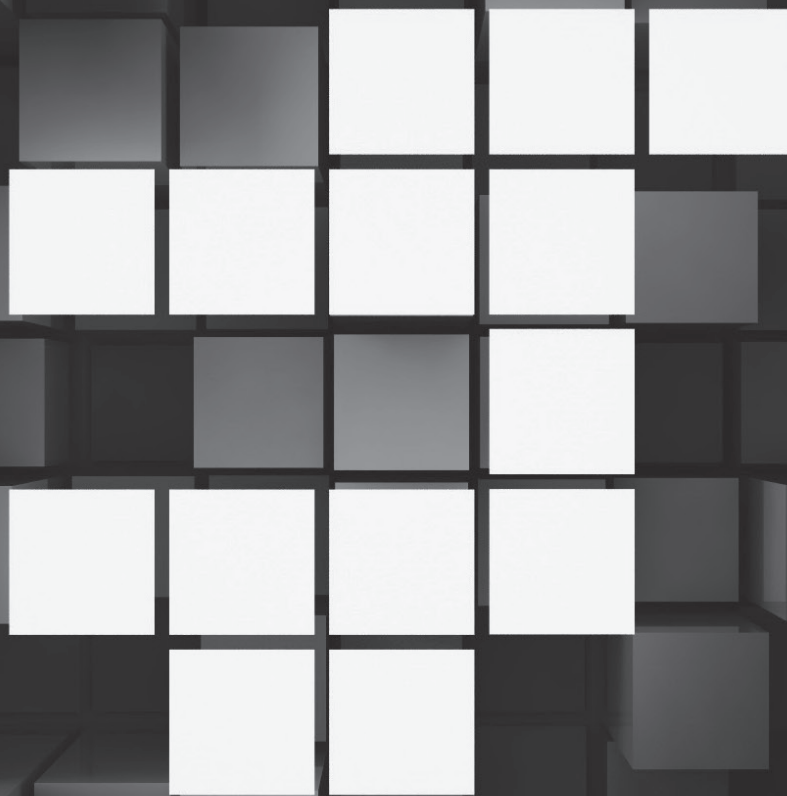


THE  STUDIO

OPTIONS 2016-17



KEY STAGE 5

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Dear future Studio students

We live in a world of change – congratulations on embracing that and choosing to study at The Studio Sixth Form. We offer a range of courses to prepare you for a successful career in the digital sector.

A Studio education is more than the sum of its parts. You will do projects and develop a digital portfolio to showcase your emerging skills that will equip you to create new waves of technology. You will have first rate support from a team of trained coaches and a group of teachers who are experts in their field and you will get incredible opportunities to grow, develop and challenge yourself to be the very best you can be.

You will forge excellent relationships with your teachers and you will make friends and future business partners as you start to grow your professional network. We hope, as your professional success grows, that you will return to us as mentors and partners.

Please think about your options carefully because choosing the right course is key to your success. Don't necessarily choose your strongest GCSE subjects; but look also at the range of new courses we offer. Explore your strengths carefully and build on these and plan backwards from your ideal university course or career.

I hope the information you find here helps you create a bright future and I look forward to getting to know you in September.

Yours

Shaun McInerney

Principal

THE KS5 CURRICULUM

Studio Digital/Project Based Learning
Coaching/Studio Futures

Industry Readiness/KPIs
Level 3 Extended Project Qualification
Enrichment

Tecc Bacc Route:




The Technical Baccalaureate is a bundle of qualifications designed to be a gateway to apprenticeship or higher study: BTEC or AQA Diploma + 1 A Level + Core Maths + EPQ Qualification

Academic Route:

3 A Levels. A Levels are being reformed to be assessed at the end of a 2 year course.

Professional Route:

2 x BTEC Diplomas or 1 BTEC Diploma + 1 A Level. Leading to a wide range of digital jobs.

 Coding	 Creativity	 Entrepreneurship
<p>For careers in software development, coding, systems engineering, electronic engineering, big data, architecture, medical technology, app development, big data analytics</p>	<p>For careers in design, games art, games development, graphic communication, illustration, marketing, scriptwriting, journalism, film and TV production</p>	<p>For careers in marketing, sales, event management, business development, entrepreneurship, accountancy and finance, insurance, IP Law, civil service, social sector, international development</p>
<ul style="list-style-type: none"> • A Level Physics • A Level Maths • A Level Further Maths • Core Maths Level 3 • A Level Computing • A Level Chemistry • BTEC Level 3 Computing Systems and Network Support • AQA Level 3: Technical Level Diploma in Programming 	<ul style="list-style-type: none"> • A Level English Language • A Level English Literature • A Level Fine Art • A Level Film Studies • A Level Graphics • A Level Creative Writing • BTEC Level 3 National Diploma in Creative Digital Media Production: Games Design and Development 	<ul style="list-style-type: none"> • A Level History • A Level Spanish • A Level Geography • A Level Economics • A Level Psychology • BTEC Level 3 Diploma in Enterprise and Entrepreneurship

CREATE YOUR FUTURE

University	Apprenticeship	Self-Employment
We partner with local and specialist universities to ensure that our students make the right choices and have a smooth transition into higher education.	We are working with our local partners in the Baltic Triangle to secure high level apprenticeship opportunities for our students.	Some of our students may want to progress directly into self employment and we will ensure that they are supported by specialists in this sector.

Choose the right course to create your future

Coder Bundle	<p>For a career as:</p> <p>Software Developer – A Level Computing + A Level Maths + A Level Physics</p> <p>Big Data Analyst or Cloud Technologist – A Level Computing + A Level Maths + A Level Further Maths + A Level Physics</p> <p>App Developer or Programmer – ICT Tecc Bacc: AQA Scripting and Programming + 1 A Level Computing + Core Maths + Extended Project Qualification</p> <p>Web or Games Developer – A Level Computing + A Level Art + A level Graphics or BTEC Diploma in Digital Games Design</p>
IT Developer Bundle	<p>For a career as:</p> <p>IT Systems Architect – ICT Tecc Bacc: BTEC ICT Diploma + 1 A Level Computing + Core Maths + Extended Project Qualification</p> <p>Network Engineer – BTEC Level 3 Diploma in Computer Systems and Network Support</p> <p>ICT Maintenance – BTEC Level 3 Diploma in Computer Systems and Network Support, BTEC Enterprise</p> <p>User Support and Experience – BTEC ICT Extended Diploma or BTEC ICT Diploma, A Level Psychology</p>
Creative Bundle	<p>For a career as:</p> <p>Indie Games Developer – BTEC Diploma in Digital Games Design, BTEC Diploma in Enterprise</p> <p>Game Designer – BTEC Diploma in Digital Games Design, A level Film/A Level History/A Level English Language/A Level English Literature</p> <p>Games Artist – BTEC Diploma in Digital Games Design, A Level Art or A Level Graphics or A Level Film</p> <p>Film Producer / Director – A Level Film + A level English + A Level History or A Level Art</p> <p>Creative Professional Bundle</p>
Creative Professional Bundle	<p>For a career as:</p> <p>Digital Marketing Executive – BTEC Diploma Enterprise + A Level Art or A Level English</p> <p>3 D Modeller/Graphic Designer/Illustrator – BTEC Diploma in Digital Games Design, A Level Art or A Level Graphics</p> <p>Digital Marketeer – BTEC Diploma in Digital Games Design + BTEC Diploma Enterprise</p> <p>Games Journalist – BTEC Diploma in Digital Games Design, A Level English Language or A Level English Literature or A Level Film</p>

continued overleaf

Tech Entrepreneur Bundle	<p>For a career as:</p> <p>Digital Product Owner – BTEC Diploma Enterprise + 1 A Level</p> <p>Event Manager – BTEC Diploma Enterprise + 1 A Level</p> <p>Digital Marketing Executive – BTEC Diploma Enterprise + 1 A Level</p> <p>Accountant – BTEC Diploma Enterprise + A Level Maths</p>
Fintech Bundle (Finance)	<p>For a career as:</p> <p>Games Publishing – BTEC Diploma in Creative Media + BTEC Diploma in Enterprise</p> <p>Business Development/Investment Analyst – A Level Maths + A Level Economics + BTEC Diploma Enterprise</p> <p>Intellectual Property Lawyer – A Level History + A Level Economics + A Level English</p> <p>Computing teacher – BTEC ICT Diploma or AQA Programming + 1 A Level</p>

Subject Name and Level:

A Level Physics

Syllabuses: AQA

What will I learn?

The AQA Physics A Level Specification provides a seamless transition from previous study, aiming to develop students interest and enthusiasm for Physics. It provides an excellent route to university courses in Physics and other subjects, such as engineering, where Physics is a key component.

Students will develop their understanding of “How Science Works” by linking general criteria on the nature of science to specific topics throughout the Physics courses. They will have a deep awareness of science in practice.

What topics will we cover? How will my learning be assessed?

	TOPIC EXAMPLES	ASSESSED BY	WORTH
PhyA2 Mechanics, materials and waves	<ul style="list-style-type: none"> • Mechanics • Materials • Waves 	1 ¼ hour Written examination	20% of A Level
Investigative Practical Skills	Practical skills assessment	Internal assessment	10% of A Level
PhyA4 Fields and further mechanics	<ul style="list-style-type: none"> • Further mechanics • Gravitation • Electric fields • Capacitance • Magnetic fields 	1 ¼ hour Written examination	20% of A Level
Nuclear, thermal Physics & options	<ul style="list-style-type: none"> • Radioactivity • Nuclear energy • Thermal Physics • Astrophysics (option) • Medical Physics (option) • Applied Physics (option) • Turning points in Physics (option) 	1 ¼ hour Written examination	20% of A Level
Investigative Practical Skills	Practical skills assessment	Internal assessment	10% of A Level

How will this subject prepare you for your next steps?

A Level Physics is a facilitating subject relevant to a whole range of science based and other progression routes. It is an essential qualification for those considering careers in engineering or a wide range of science or mathematical fields.

Subject Name and Level:

A Level Maths

Syllabus: Edexcel

What will I learn?

Students taking this course will expand their thinking skills and problem solving techniques. We will explore the fundamentals of essential Mathematical concepts such as Calculus to give learners the best possible Mathematical grounding for university courses or movement into industry.

What topics will we cover?

The A Level is split into six modules. At AS Level three of these are taken. Two are Core Modules and the final module is a choice of Mechanics, Statistics, and decision Mathematics.

General topics from the core modules are outlined below:

Core 1 – Co-ordinate Geometry, Differentiation, Indices and Surds, Polynomials

Core 2 – Integration, Laws of Logarithms, Trigonometry, Sequences and Series

How will my learning be assessed?

	Topic Examples	Assessed by	Worth
Core 1	Co-ordinate Geometry, Differentiation, Indices and Surds, Polynomials	Externally Assessed Paper – 1 hour 30 mins	33.3%
Core 2	Integration, Laws of Logarithms, Trigonometry, Sequences and Series	Externally Assessed Paper – 1 hour 30 mins	33.3%
Applied Module	Decision, Statistics, or Mechanics	Externally Assessed Paper – 1 hour 30 mins	33.3%

Why is this subject useful for the digital and gaming sector?

When making a game there are a variety of crucial factors that you need to consider, and Mathematics is at the core of these. From coding and the representation of variables and modifying them to suit the program's needs, or modeling of physical and other concepts, Mathematics is a key element of the gaming sector's toolkit. Even simple things need intense mathematical modeling to be effective, from simple modeling problems such as the average DPS of a weapon in an RPG, or more advanced problems such as analysing the flight path of the ball in a shot in FIFA. Mathematicians are at the forefront of the gaming field and will be for many years to come.

How will this subject prepare you for your next steps?

This course will give you a good foundation to study AS/A Levels in: Physics, Chemistry, and Further Mathematics. We are also one of the few schools in Merseyside to offer Additional Further Mathematics to our students.

And then...

University courses in Physics, Engineering, Mathematics, Economics, Robotics, Computer Science, Biology, and Chemistry along with many more.

Subject Name and Level:

A Level Further Maths

Syllabus: Edexcel

What will I learn?

Students taking this course will expand their thinking skills and problem solving techniques. We will explore essential Mathematical concepts beyond the scope of the Mathematics A Level course, to give learners the best possible Mathematical grounding for university courses or movement into industry. Students opting to take Further Mathematics must be taking A level Mathematics.

What topics will we cover?

The A Level is split into six modules. At AS Level three of these are taken, one Pure mathematics module and two applied modules, one in statistics and one in mechanics. An additional Pure Mathematics module is taken at A2 along with two additional applied modules taken from Mechanics, Statistics and Decision Mathematics. The content at A2 will be determined based on the specialisms of the cohort.

General topics are outlined below:

Further Pure 1 – Complex Numbers, Matrix Algebra, Mathematical Proof, Sum of Series, Co-ordinate Geometry

Statistics 2 – Binomial Distribution, Poisson Distribution, Formulation and use of Hypothesis Testing

Mechanics 1 – Equations of motions, forces acting on an object, friction, moments, momentum

How will my learning be assessed?

	Assessed by	Worth
Further Pure 1	Externally Assessed Paper – 1 hour 30 mins	33.3%
Statistics 2	Externally Assessed Paper – 1 hour 30 mins	33.3%
Mechanics 1	Externally Assessed Paper – 1 hour 30 mins	33.3%

Why is this subject useful for the digital and gaming sector?

When making a game there are a variety of crucial factors that you need to consider, and Mathematics is at the core of these. Many of the skill required in mathematics are used in computer programming. Techniques used in transformation and lighting within a game are modelled using matrices and vectors which are studied as part of both pure and applied modules. Similarly digital effects use algorithms, repeatable sets of instructions that allow complex calculations to be performed multiple times.

How will this subject prepare you for your next steps?

This course will give you a good foundation to study AS/A Levels in: Physics, Chemistry, and will further develop skills in A Level Mathematics. We are also one of the few schools in Merseyside to than can offer Additional Further Mathematics to our students.

And then...

University courses in Physics, Engineering, Mathematics, Economics, Robotics, Computer Science, Biology, and Chemistry along with many more.

Subject Name and Level:

Core Maths Level 3

Syllabus: AQA Level 3 Mathematical Studies (equivalent to an AS level)

What will I learn?

The new Core Maths qualification is for students who have passed GCSE Mathematics at grade C or above but have decided not to study A Level Mathematics. It builds upon and strengthens existing skills and focuses on using and applying mathematics to solve problems relevant to their everyday lives. This includes financial applications of mathematics as well as further statistical ideas that can support work in other subjects.

What topics will we cover? / How will my learning be assessed?

Compulsory content

- 3.1 Analysis of data
- 3.2 Maths for personal finance
- 3.3 Estimation
- 3.4 Critical analysis of given data and models (including spreadsheets and tabular data)

Optional content

- 3.5 The normal distribution
- 3.6 Probabilities and estimation
- 3.7 Correlation and regression
- 3.8 Critical path analysis
- 3.9 Expectation
- 3.10 Cost benefit analysis
- 3.11 Graphical methods
- 3.12 Rates of change
- 3.13 Exponential functions

All students must sit paper 1 plus one of the optional papers.

	Topic Examples	Assessed by	Worth
Paper 1 (compulsory paper)	<ul style="list-style-type: none"> • 3.1 Analysis of data • 3.2 Maths for personal finance • 3.3 Estimation 	<ul style="list-style-type: none"> • External exam • 1½ hours • 60 marks • Calculator allowed 	50%
Paper 2A: Statistical Techniques	<p>Topics 3.4, 3.5, 3.6, 3.7</p> <p>Students will be expected to develop and demonstrate confidence and competence in the understanding and application of mathematical modelling in the solution of problems related to the use of statistical techniques.</p>	<ul style="list-style-type: none"> • External exam • 1½ hours • 60 marks • Calculator allowed 	50%
Paper 2B: Critical Path and Risk Analysis	<p>Topics 3.4, 3.8, 3.9, 3.10</p> <p>Students will be expected to develop and demonstrate confidence and competence in the understanding and application of mathematical modelling in the solution of problems related to decision making and the planning of projects.</p>	<ul style="list-style-type: none"> • External exam • 1½ hours • 60 marks • Calculator allowed 	50%
Paper 2C: Graphical Techniques	<p>Topics 3.4, 3.11, 3.12, 3.13</p> <p>Students will be expected to develop and demonstrate confidence and competence in the understanding and application of mathematical modelling in the solution of problems related to simple polynomial and exponential functions</p>	<ul style="list-style-type: none"> • External exam • 1½ hours • 60 marks • Calculator allowed 	50%

Why is this subject useful for the digital and gaming sector?

Many roles in today's workplace require high levels of budget management and problem-solving skills; Core Maths will be a useful tool in equipping you with these skills. In addition to this, mathematical modelling and graphing skills are of a benefit in game design.

How will this subject prepare you for your next steps?

Core Maths is a new course but already several universities have come out in support of it, recognising that Core Maths could be beneficial to students considering making an application to a range of degree subjects in the social sciences, business, and health sciences, for example. Subjects like history and Geography recognise the importance of statistics and so a Core Maths qualification will help you hit the ground running at university.

Subject Name and Level:

A-Level Computing

Syllabus: OCR (H446)

What will I learn?

This course will focus heavily on developing learners' problem solving abilities and promote 'Computational Thinking'. The course is split into three component, with two of those being exam based and aims to cover all areas of the technical functioning of computers. Learners will progress their understanding of computational processes and logic to uncover the methods used in developing robust hardware and software for a rapidly changing environment. This course will challenge learners to develop their understanding in the areas of functional computer systems, Algorithms and problem solving, and also give each student an opportunity to identify a real-life problem and engineer their own software based solution to combat the issue.

What topics will we cover? / How will my learning be assessed?

	Topic Examples	Assessed by	Worth
Component 01 Computer Systems	You will learn the underpinning knowledge behind how computers operate. You will focus your learning on; Contemporary processor architecture; Software Development; How Data is Exchanged; Boolean Logic and Fractional Binary Representation; Data Structures; Legal, Moral, Ethical Considerations of computer systems	External 90-minute examination	40%
Component 02 Computational thinking and problem solving	You will learn how to solve problems using advanced computational methods. You will focus on elements of decomposition and abstraction to break potentially large scale problems into modular processes. You will focus your learning on; Computational Thinking; Problem Solving and Programming; Standard and Bespoke Algorithms.	External 90-minute examination	40%
Component 03 Programming Project	You will get the chance to develop a real solution for a problem that you have identified and researched. You may already have a problem in mind that you would like to solve in a computational manner, you could look at the issues facing our society and tackle something with potentially life changing outcomes, or you could just make that game that you always wanted to develop! You will be free to choose a suitable development methodology such as the Waterfall or Agile.	Controlled Assessment Unit	20%

Why is this subject useful for the digital and gaming sector?

Computer science is the heart of the digital sector. Developers are the key to providing the functionality to the hardware that we interact with on a daily basis. Learning the skills covered in this course will allow you to become a creator of technology, rather than a consumer of it.

How will this subject prepare you for your next steps?

A-Level computer science provides the underpinning knowledge and skills to continue your studies in higher education. The course is very challenging and technical, which will give you a thorough understanding of the world of computers and how they function. You will develop skills in software engineering and can readily move onto apprenticeships and employment in the digital and gaming sector working as a developer and creator of next generation technologies.

Subject Name and Level:

A Level Chemistry

Syllabuses: OCR

What will I learn?

Building on the concepts of GCSE Science courses, the OCR Chemistry A Level Specification is divided into chemical topics, each containing different key concepts of Chemistry. Following consideration of key concepts, students are encouraged to explore their applications.

What topics will we cover? How will my learning be assessed?

	TOPIC EXAMPLES	ASSESSED BY	WORTH
F321 Atoms, Bonds and Groups	<ul style="list-style-type: none"> • Atoms and reactions • Electrons, bonding and structure • The periodic table 	1 hour written examination	15% of A Level
F322 Chains, Energy and Resources	<ul style="list-style-type: none"> • Basic concepts and hydrocarbons • Alcohols, halogenoalkanes and analysis • Energy • Resources 	1 hour 45 min written examination	25% of A Level
F323 Practical skills in chemistry	<ul style="list-style-type: none"> • AS Internal assessment 	Internal assessment	10% of A Level
F324 Rings, Polymers and Analysis	<ul style="list-style-type: none"> • Rings, acids and amines • Polymers and synthesis • Analysis 	1 hour written examination	15% of A Level
F325 Equilibria, energetics and elements	<ul style="list-style-type: none"> • Rates, equilibrium and pH • Energy • Transition elements 	1 hour 45 mins written examination	25% of A Level
F326 Practical skills in Chemistry	<ul style="list-style-type: none"> • A2 internal assessment 	Internal assessment	10% of A Level

How will this subject prepare you for your next steps?

A Level Chemistry is a facilitating subject relevant to a whole range of science based and other progression routes. It is an essential qualification for those considering careers in medical or related fields.

Subject Name and Level:

BTEC Level 3 Computing Systems and Network Support Diploma

Syllabus: Pearson BTEC Level 3 National Diploma in Computer Systems and Network Support (2 A-levels).

What's changed?

In addition to the traditional BTEC assignments, the new BTEC's include assessments set and marked by Pearson (including tasks and performances) taken under test conditions. At least 40% of BTEC courses are assessed in this way except the National Diploma qualification size, which has 33% of external assessment.

What will I learn?

The content of this qualification has been developed in consultation with employers and professional bodies to ensure relevance to current industry practice in computing occupational disciplines. In addition, academics have been consulted on the content development to corroborate application to further progression at higher education. The qualification allows students to develop a significant core of knowledge in computer science, computer systems and security.

The UK is ranked second in the world for technological readiness by the World Economic Forum. Ongoing developments in the sector include the government commitment of £1.2 billion to extend superfast broadband to 95 per cent of UK premises by 2017.

What topics will we cover? / How will my learning be assessed?

Units	Topic examples	Assessment methods	Guided Learning Hours
1	Principles of Computer Science	Written exam set and marked by Pearson	120 GLH
3	Planning and Management of Computing projects	Task set and marked by Pearson	120 GLH
5	Building Computer Systems	Assignment set and marked internally	60 GLH
6	IT Systems Security	Assignment set and marked internally	60 GLH
20	Managing and Supporting Systems	Assignment set and marked internally	60 GLH
21	Virtualisation	Assignment set and marked internally	60 GLH
26	Programmable Devices and Controllers	Assignment set and marked internally	60 GLH
28	Computer Forensics	Assignment set and marked internally	60 GLH
29	Network Operating Systems	Assignment set and marked internally	60 GLH
30	Communication Technologies	Assignment set and marked internally	60 GLH

Who is this qualification for?

The Pearson BTEC National in Computer Systems and Network Support is aimed at students looking to progress to employment in this sector, either directly or following further training, including an Apprenticeship or higher education. This qualification is designed to be studied over two years and is intended as a Tech Level. As such, it is designed to meet the Tech Bacc measure, when studied alongside Level 3 mathematics and the Extended Project Qualification (EPQ). No prior study of the sector is needed, but students should normally have a range of achievement at Level 2, in GCSEs or equivalent qualifications.

How will this subject prepare you for your next steps?

A significant portion of recruitment for specialists in computer systems and network support is at graduate level and students may wish to progress to higher education before entering employment. The qualification is intended to carry UCAS points and is recognised by HE providers as meeting admission requirements for a range of Foundation degree courses, such as:

- FdTech in Web Technology.
- FdSc in Computing (Network and Forensics).

When studied with other qualifications, such as an A level or BTEC Extended Certificate in a different or complementary subject area, such as science, technology, engineering or mathematics (STEM), students can progress to higher education on a full degree course, for example:

- BSc (Hons) in Computer Network Technology.
- BSc (Hons) in Computer Science.
- BSc (Hons) in Computer Network Security.

Subject Name and Level:

AQA Level 3: Technical Level in Diploma in Programming

Syllabus: AQA (TVQ01013) (720GLH)

What will I learn?

This is the course for any student who wants to develop their skills in programming and scripting. Focused heavily on software engineering and system development this course provides learners with the tools to become a computer programmer. During this course you will learn about the fundamental functioning of computer systems and how they use mathematics and binary logic to execute instructions. In addition to the theoretical aspects of the course, there will also be plenty of opportunity to demonstrate your skills in object oriented programming, event driven programming, and mobile application and web-scripting.

What topics will we cover? / How will my learning be assessed?

	Topic Examples	Assessed by	Worth
Unit 1	Fundamental principles of computing Learners will understand the different hardware and elements of a computer system and develop the skills and understanding to make changes to computer systems to ensure they're fit for users.	External Examination	12.5%
Unit 2	Computer programming This unit focuses on the generic theory, practices and concepts associated with high quality professional programming solutions.	External Examination	12.5%
Unit 3	Website Technologies Learners design and build interactive websites and cloud-based applications that professionally meet client needs through their applied understanding and blending of client-side and server-side technologies.	Internally assessed coursework assignment	12.5%
Unit 4	Mobile Application Programming Learners will build high quality coded applications for popular mobile devices and meet user expectations through their applied understanding of the design, development and deployment process.	Internally assessed coursework assignment	12.5%
Unit 5	Mathematics for programmers Learners understand the mathematical concepts that enable computers to store, process, communicate and transmit data.	External Examination	12.5%
Unit 6	Event Driven Programming Learners understand what kinds of system and user-defined events may be triggered and how the program can best respond to them	Internally assessed coursework assignment	12.5%
Unit 7	Object Oriented Programming Through an applied understanding of OOP learners will be able to design and build high quality coded solutions that meet client needs.	Internally assessed coursework assignment	12.5%
Unit 8	Industrial Project Learners undertake a project to develop the skills and understanding required to plan and implement processes and work as a team.	Internally assessed coursework assignment	12.5%

Why is this subject useful for the digital and gaming sector?

The digital and gaming sector offers a vast array of opportunities from different specialisms, but the interactivity of the digital devices and games that we play needs to be implemented by a programmer. Without software engineers, the hardware we interact with every day would be useless. This course is aimed at developing the skills that the digital and gaming industry need in order to provide increasingly effective software solutions. This course has been designed in collaboration with the digital industry and is supported by a number of leading tech companies including the British Computer Society (BCS)

How will this subject prepare you for your next steps?

This course will combine the theoretical elements and practical programming in order to equip learners with the necessary skills to be successful in software development/engineering. This course will provide the necessary foundations for further study at university, and is ideal for learners looking to gain an apprenticeship/employment as a software developer.

Subject Name and Level:

A Level English Language

Syllabuses: AQA

What will I learn?

With an emphasis on language's contexts and critical and analytical skills, the AQA English Language A Level Specification is divided into different topics, each containing different key concepts. Following consideration of key concepts, students are encouraged to explore their applications.

What topics will we cover? How will my learning be assessed?

	TOPIC EXAMPLES	ASSESSED BY	WORTH
ENGA1	Seeing Through Language	Written examination (2 hours)	30% of A Level
ENGA2	Representation and Language	Coursework	20% of A Level
ENGA3	Language Explorations	Written examination (2.5 hours)	30% of A Level
ENGA4	Language Investigations and Interventions	Coursework	20% of A Level

The skills developed studying English Language will enable you to unlock a wide variety of texts and deduce and infer meanings across a range of non-fiction and fictional sources; positions in creative industries, media intuitions, psychology and journalistic settings welcome students who have studied this subject and Postgraduate courses also require a higher level of language skills, so if you aspire to study an MA, investing in an English language A Level will put you in a great position for your future.

Subject Name and Level:

A Level English Literature

Syllabuses: AQA

What will I learn?

This specification encourages students to develop their interest in English Literature through reading widely, critically and independently. Texts range across centuries, genre and gender.

Students are encouraged to become informed, independent readers of literary texts and gain an understanding of a variety of views about texts and how to read them.

What topics will we cover? How will my learning be assessed?

	TOPIC EXAMPLES	ASSESSED BY	WORTH
Unit 1 – LTA1	Texts in Context Victorian Literature World War One Literature The Struggle for Identity in Modern Literature	Written examination	30%
Unit 2 – LITA2	Creative Study	Coursework	20%
Unit 3 – LITA3	Reading for Meaning	Written examination	30%
Unit 4 – LITA4	Extended Essay and Shakespeare Study	Coursework	20%

The skills you develop through the study of English Literature (effective written and verbal communication, time-management, organisational skills, team-work, independent study and research, developing persuasive arguments ...to name but a few), are marketable in a wide variety of professional areas. Some industries which have traditionally attracted English Literature graduates include advertising, marketing and PR work, arts administration, library and information management, the legal profession, editing and publishing, journalism and other areas of the media.

Subject Name and Level:

A Level Fine Art

Syllabus: AQA Art & Design (Fine Art) AS and A2

What will I learn?

Students will develop skills in and learn to appreciate different approaches to recording images, such as observation, analysis, expression and imagination. This may be through direct observational drawing, photography or annotation for example. Students will develop an understanding of the conventions of figurative/representational and abstract/non-representational imagery or genres through studying contemporary and historical artists or designers and movements or culture. Students will appreciate different ways of working, for example mono printing, lino printing, under-painting, impasto, water colour and acrylic painting, dry brush, white paint and graphite. Through a variety of techniques and processes carried out in the studio, students will gain an understanding of composition, rhythm, scale and structure and an appreciation of colour, tone, texture, shape and form.

What topics will we cover? How will my learning be assessed?

	TOPIC EXAMPLES	ASSESSED BY	WORTH
Component 1	Natural Forms as a starting point (including human form, landscapes, nature)	Coursework Portfolio	25%
Component 2	A list of starting points from examination board.	Externally Set Assignment	25%
Component 3	A list of starting points will be provided. Past examples include; Architectural Features, Animals and Structures.	Personal Investigation	25%
Component 4	A list of starting points from examination board.	Externally Set Assignment	25%

Why is this subject useful for the digital and gaming sector?

Success in the Creative Industries (advertising, architecture, art, crafts, design, fashion, film, music, performing arts, publishing, R&D, software, toys and games, TV and radio, and video games) requires an understanding of visual language and how visual imagery is created. The study of Art & Design develops visual language and through studying the working practices of artists and designers, students will understand what it takes for a successful career within the Creative Industries.

How will this subject prepare you for your next steps?

At University level, this could prepare you for courses in Architecture, Digital Media, Fine Art, Fashion Design, Film Studies, Games Development, Animation, Costume Design, Illustration, Children's and Adult Book Illustration, Graphic Design, Photography etc.

This subject would also enhance your employment opportunities in the Creative Sector.

Subject Name and Level:

A Level Graphics

Syllabus: AQA Art & Design – Graphic Communication

What will I learn?

Students will develop skills in and learn to appreciate different approaches to recording images. Students will develop an understanding of working in the creative industries learning about a wide variety of different disciplines such as advertising, editorial, typographical, illustration and photography. Students will appreciate different ways of working, using traditional techniques of drawing as well as developing skills on digital programmes such as Photoshop, Illustrator and InDesign.

What topics will we cover? How will my learning be assessed?

Candidates are required to work in one or more area(s) of Graphic Communication such as those listed below. They may explore overlapping areas and combinations of areas:

- Illustration
- Advertising
- Packaging design
- Communication graphics
- Design for print
- Animation
- Digital media
- Web Design, Television, Multimedia.
- Lens-based and light-based media: film, animation, video and photography
- New media practices such as computer generated imagery.

	TOPIC EXAMPLES	ASSESSED BY	WORTH
Component 1 Portfolio	Museum Branding, Album Design, Logo Design, Editorial design	A portfolio of work	60% of AS Level
Component 2 Externally set assignment	A list of starting points will be provided by the examination board. Past examples include packaging design, illustrating and advertising.	Externally assessed assignment	40% of AS Level
Component 1 Personal Investigation	Negotiated area of study, investigating a key aspect of Graphic Design.	Personal Investigation Portfolio of work	60% of A Level
Component 2 Externally set assignment	A list of starting points from the examination board.	Externally assessed assignment	40% of A Level

Why is this subject useful for the digital and gaming sector?

Success in the Creative Industries (advertising, architecture, art, crafts, design, fashion, film, music, performing arts, publishing, R&D, software, toys and games, TV and radio, and video games) requires an understanding of visual language and how visual imagery is created. The study of Graphic Communication develops visual language and through studying the working practices of artists and designers, students will understand what it takes for a successful career within the Creative Industries.

How will this subject prepare you for your next steps?

At University level, this could prepare you for courses in Architecture, Digital Media, Fine Art, Fashion Design, Film Studies, Games Development, Animation, Costume Design, Illustration, Children’s and Adult Book Illustration, Graphic Design, Photography etc. This subject would also enhance your employment opportunities in the Creative Sector.

Subject Name and Level:

A Level Creative Writing

Syllabus: AQA Creative Writing AS (A)

What will I learn?

Students who want to pursue a career in the creative and cultural industries can start on the path by developing their creative writing skills. They will also learn to develop critical and analytical skills and gain knowledge of the craft of writing.

Students of this course will learn to:

- understand different types of writing
- express themselves and their ideas
- develop redrafting and editing skills
- develop their critical and analytical skills

What topics will we cover? How will my learning be assessed?

	TOPIC EXAMPLES	ASSESSED BY	WORTH
Unit 1	Writing on Demand Students will answer two questions from a choice of four. Both will involve the production of texts based on practical writing scenarios.	2 hour examination	40% of AS, 25% of A Level
Unit 2	Exploring Creative Writing Students will submit two creative pieces of work (max 3000 words) and a reflective commentary (max 1500 words).	Coursework unit	60% of AS, 30% of A Level
Unit 3	From Reading to Writing Students will answer two questions based on their selection of one stimulus text from a choice of five	3 hours examination	20% of A Level marks
Unit 4	The Portfolio Students will produce a portfolio of creative work (max 4000 words or equivalent) and a full reflective commentary (max 2000 words), with bibliography and evidence of redrafting.	Coursework Unit	30% of A Level

Why is this subject useful for the digital and gaming sector?

The narrative or storyline that games have is very important to their success, especially for role playing games. This course will help you learn about the devices that writers use to get the right reaction from a reader. You will learn about narrative, characterisation and world-building.

How will this subject prepare you for your next steps?

This course will give you a good foundation for courses of study in English, Creative Writing, Law, Games Development, Media, Television, Marketing and Drama.

Subject Name and Level:

A Level Film Studies

Syllabus: WJEC

What will I learn?

The AS/A Level specification in Film Studies is designed to deepen students’ understanding, appreciation and enjoyment of film, the major art form of the twentieth century, and one developing new modes of expression and exhibition in the first decades of the twenty-first century.

The specification builds on what cineliteracy learners have already developed informally by enjoying film. Through screenings and discussion of a wide range of different kinds of films, learners will develop skills of observation, critical analysis and personal reflection, as well as your creativity and practical skills, either in audio-visual or written form.

A variety of forms of assessment are used, with the intention of producing imaginative, active learners.

How will my learning be assessed?

	TOPIC EXAMPLES	ASSESSED BY	WORTH
FM1	Exploring Film Form	1,500 word analysis Practical creative project and a reflective analysis	20% A Level (40% AS Level)
FM2	British and American Film	2.5 hour written examination Producers & Audiences of film, Topics in British film, US Film comparison	30% A Level (60% AS Level)
FM3	Film Research and Creative Projects	Research project Creative Project and Reflective analysis	25% (A Level only)
FM4	Varieties of Film Experience: Issues and Debates	2.75 hour written examination: World Cinema, Spectatorship and a Critical study of a film	25% (A Level only)

Why is this subject useful for the digital and gaming sector?

Games and film have a shared history and an increasing influence on each other. You will study topics such as genre, character and narrative development which are very relevant to Games Design as well as gaining some practical skills such as shooting video and editing which are used in the Creative Media industry.

How will this subject prepare you for your next steps?

Universities offer an increasing number of courses in Film, Creative Media and Communications, both practical and theoretical. A Film Studies A Level can also lead to other degrees as it develops research and essay-writing skills.

Subject Name and Level:

BTEC Level 3 Creative Media Production Diploma or Extended Diploma

Syllabus: Pearson Edexcel
Equivalent to 2 A Levels

What topics will we cover? How will my learning be assessed?

TOPIC EXAMPLES	ASSESSED BY
Digital Media Skills	Externally Assessed Activity set by Pearson
Media Enterprise	Externally Assessed Activity set by Pearson
Digital Games Production	Production portfolio that demonstrates your growing understanding of the complexities and challenges of developing a game from initial concept, through to production and eventual testing and release.
Concept Art for Computer Games	Portfolio of artwork exploring designing for character, environment and object. You will create universes and narrative through your visual exploration and use of different media; both traditional and digital.
3D Modelling	Portfolio of 3D Models developed using industry standard software. You will be taken through the process from simple forms through to the complexities of texturing and rigging.

Why is this subject useful for the digital and gaming sector?

You will gain insight in to a broad range of skills required for the many roles within the games development industry. Over the course of the programme it is likely that you will discover a specific pathway that most appeals to you and we offer the opportunity to develop a portfolio that is personal to you own strengths and aspirations.

Throughout the year we are supported by Industry Partners who will help you contextualise your work within the ‘real working world’ and provide you with you initial contact network. Many of our students enjoy placements at local game development companies and all of our students are offered the opportunity to enter the BAFTA Young Game Designer competition; a prestigious award one of our students proudly achieved in 2015.

How will this subject prepare you for your next steps?

Our students leave will with a personal portfolio tailored to their specific area of interest and can look forward to enrolling on an increasing number of University Degree courses linked to the Games Development Sector; whether your aspiration is to become a concept artist, 3D modeller, game producer or indie developer we will help find a course that is suitable for you.

Students are also given lot’s of opportunities to network with industry and showcase their work; if University is not the preferred option we will support your progress in securing an apprenticeship, internship or employment.

Subject Name and Level:

A Level History

Syllabus: AQA

What will I learn?

History isn't all just facts and dates; it is about understanding the significance of historical events, the role of individuals in history and the nature of change over time. In History you will develop skills such as: explanation, analysis, determining significance, judgements, and source evaluation. Our skills are transferable to other subjects, and will aid your development in later life.

In A Level History you will study a Breadth Study, Depth Study, and a Historical Investigation.

What topics will we cover? How will my learning be assessed?

	TOPIC EXAMPLES	ASSESSED BY	WORTH
Unit 1: Breadth Study	The Tudors: England, 1485–1598	2.5 hour written exam	40% of overall A Level
Unit 2: Depth Study	The Birth of the USA: 1760–1801	2.5 hour written exam	40% of overall A Level
Unit 3: Historical Investigation	A personal study based on a topic of student's choice. This will take the form of a question in the context of approximately 100 years.	3000–3500 word essay	20% of overall A Level

Why is this subject useful for the digital and gaming sector?

History is one of the most popular genres for game, film, and television. Historical topics provide the narrative for some of the most successful games, films and television programmes of today; Assassin's Creed series, Braveheart/Gladiator to name but a few, Blackadder or something more modern like Downton Abbey. Will you be the one to discover a topic yet to be used in those sectors?

How will this subject prepare you for your next steps?

Our skill set is transferable into the majority of other subjects. A Level History is seen as one of the most prestigious subjects to study, being widely accepted by employers and universities alike. All students make history, only the brave study it.

Subject Name and Level:

A Level Spanish

Syllabus: OCR

What will I learn?

This course will help you to enhance your Spanish skills of speaking, reading, listening and writing. You will need a GCSE equivalent in Spanish to take this course.

What topics will we cover? How will my learning be assessed?

	TOPIC EXAMPLES	ASSESSED BY	WORTH
Unit 1 AS	Speaking 1	Roleplay and Topic Discussion	15% (30% of AS Level)
Unit 2 AS	Listening Reading Writing 1	Listening and writing 1 hour Reading and writing – 1 hour 30 mins	35% (70% of AS Level)
Unit 3 A2	Speaking 2	Discussion of article and topic discussion	15%
Unit 4 A2	Listening Reading Writing 2	Listening and writing – 30 mins Reading and writing – 1 hour 15 mins Writing – 1 hour 30 mins	35%

Why is this subject useful for the digital and gaming sector?

Gaming, animation and creative technology is an international industry. Spanish is an accessible and widely spoken language that makes it possible to communicate with people in the Americas and elsewhere. It is a good foundation language to learn Italian, French and Portuguese.

How will this subject prepare you for your next steps?

This course will give you a good foundation to study university courses in Spanish, History, Law and many others.

Subject Name and Level:

A Level Geography

Syllabus: AQA Geography

What will I learn?

This course will help you to think like a Geographer and to understand the physical landscape and the relationship man has with this.

What topics will we cover? How will my learning be assessed?

	TOPIC EXAMPLES	ASSESSED BY	WORTH
AS Unit 1	Physical and Human Geography Core physical section: Rivers, floods and management Optional physical topics: Cold environments Food supply issues Coastal environments Hot desert environments and their margins Core human section: Population change Optional human topics: Food supply issues Energy issues Health issues	2 hour written examination Structured short and extended questions	70% of AS, 35% of A Level
AS Unit 2	Geographical Skills Skills include: Investigative, cartographic, graphical, ICT and statistical skills	1 hour written examination Structured skills and generic fieldwork questions	30% of AS, 15% of A Level
A2 Unit 3	Contemporary Geographical Issues Optional physical topics: Plate tectonics and associated hazards Weather and climate and associated hazards Ecosystems: change and challenge Optional Human topics: World cities Development and globalisation Contemporary conflicts and challenges	Structured short and extended questions, plus an essay 2 hour 30 mins written examination	30% of A Level

Why is this subject useful for the digital and gaming sector?

3D animations and environments require close attention to detail. An underlying understanding of how physical features came into being and change can be a great asset to games and digital designers. Geography also teaches you how to imagine space and physical forms and how people act and interact within them which is the same process as games designers go through when making games environments real.

How will this subject prepare you for your next steps?

This course will give you a good foundation to study AS/A Levels in: Geography, Economics, Business

And then....

University courses in Geography, Law, Games Development.

Subject Name and Level:

A Level Economics

Syllabus: OCR A Level Economics H460

What will I learn?

The study of Economics will allow you to develop an understanding of how the economy operates and how this affects our decisions as consumers, producers and citizens. You will learn how to analyse everyday situations as an economist does so you can understand current economic issues, problems and institutions that affect everyday life.

What topics will we cover? / How will my learning be assessed?

	Topic Examples	Assessed by	Worth
Microeconomics (01)	This Unit will introduce you to microeconomics. Basic microeconomic models such as demand and supply, the operation of the price mechanism, and causes of market failure are central to this unit.	80 marks 2 hour written paper	33.33% of total A level
Macroeconomics (02) 80 marks 2 hour written paper	This Unit will introduce you to macroeconomics where you will acquire knowledge and understanding of Aggregate Demand/Aggregate Supply analysis and where you will be provided with opportunities to use this analysis to explore recent and current economic policies on a national and global level.	80 marks 2 hour written paper	33.33% of total A level
Themes in economics* (03) 80 marks 2 hour written paper	You will explore case studies relating to the economics and these will draw your learning of economic theory together by applying it to the real world.	80 marks 2 hour written paper	33.33% of total A level

Why is this subject useful for the digital and gaming sector?

Through Economics you will learn more about how the world works. You will learn more about the impact that decisions have on the firm, industry, and the nation. You will learn more about the impact of international trade. You will discover the effect government policies have on the economy and on employment. It will help you make more informed decisions as both a consumer and as an employee/business owner inside the digital sector.

How will this subject prepare you for your next steps?

This course will give you a good foundation to study University courses in Economics, Business Studies, Politics, Law, Finance, Management and Marketing.

Subject Name and Level:

A Level Psychology

Syllabus: AQA Psychology

What will I learn?

The A Level Psychology course covers a broad range of subjects, including cognitive psychology, developmental psychology, biological and social psychology and the psychology that lies behind atypical behaviour. You'll gain an understanding of why people develop differently and of the causes of conditions such as autism and anxiety disorders. As you study the A Level Psychology course you will gain an understanding of the main issues that arise from various psychological methods, and look at the ways in which psychology can be applied to different aspects of gaming. You will learn to conduct effective research and how to interpret the results, how to use statistics effectively and deal with ethical issues.

As you discover how others think, you'll also be gaining an insight into your own psyche and behavioural traits, which is a valuable asset in both your personal and working life.

What topics will we cover? How will my learning be assessed?

	TOPIC EXAMPLES	ASSESSED BY	WORTH
Unit 1 – PSYA1 – Cognitive, Developmental Psychology & Research Methods	This Unit will introduce you to the multi-store model, including the concepts of encoding, capacity and duration. Strengths and limitations of the model. Eyewitness testimony (EWT). Improving accuracy of EWT, including the use of the cognitive interview. Strategies for memory improvement. Ideal for computer modelling.	1 hour 30 mins written examination	50% of AS Level 25% of A Level
Unit 2 – Biological Psychology, Social Psychology and Individual Differences	This Unit will introduce you to Conformity (majority influence) and explanations of why people conform, including informational social influence and normative social influence, unique insight into human behaviour that can be transferred to your gaming characters.	1 hour 30 mins written examination	50% of AS Level 25% of A Level
Unit 3 – Topics in Psychology	Three topics chosen from eight topics: (a) Biological rhythms and sleep (e) Eating behaviour (b) Perception (f) Gender (c) Relationships (g) Intelligence and learning (d) Aggression (h) Cognition and development	1 hour 30 mins written examination	25% of A Level
Unit 4 – Psychopathology, Psychology in Action and Research methods	You will develop further your critical approach to psychopathology and the psychology of addictive behaviour – gaming & gambling, media psychology and paranormal psychology and methods of enquiry.	2 hour written examination	25% of A Level

Why is this subject useful for the digital and gaming sector?

The digital and gaming industry continues to grow every year with constant advances made in the field of video game technology. Subsequently, the software is always evolving in order to push the limits of this technology and produce more advanced computer gaming experiences for the increasingly sophisticated gamer. To achieve this it is becoming essential to have a greater understanding of the Psychology of Interactive Entertainment. Psychology, defined as the scientific understanding of behaviour and experience, is concerned with understanding what people do and why they do it. Such an understanding can shape digital media and the influence it has on the user. This course will provide an understanding of psychological theory with a focus on gaming. This programme will integrate the traditional A Level with an understanding of the process of designing games, particularly focussing on the psychological impact of gaming on the user.

How will this subject prepare you for your next steps?

Studying psychology provides you with a vast number of options. Just some of the potential career options open to you after university include: Psychology with interactive entertainment, psychology of interface design, 3D animation, artificial intelligence, robotics and education.

Subject Name and Level:

BTEC Level 3 Diploma in Enterprise and Entrepreneurship

Syllabus:

Pearson BTEC Level 3 National Diploma in Enterprise and Entrepreneurship (2 A-levels)/Pearson BTEC Level 3 National Extended Certificate in Enterprise and Entrepreneurship (1 A-level).

What's changed?

In addition to the traditional BTEC assignments, the new BTEC's include assessments set and marked by Pearson (including tasks and performances) taken under test conditions. At least 40% of BTEC courses are assessed in this way except the National Diploma qualification size, which has 33% of external assessment.

What will I learn?

Enterprise and entrepreneurship is a major part of the UK's drive to increase the employability of young people, both within the UK and also globally. Improving the understanding and skills of young people in enterprise has been identified as an area for dramatic improvement, and is part of the government's strategic business plan. Studying enterprise and entrepreneurship will support students to be confident in starting a business, or in working innovatively in an organisation to support growth within it.

What topics will we cover? / How will my learning be assessed?

Units	Topic examples	Assessment method	GLH
Unit 1 – Enterprise and Entrepreneurs Assignment set and marked internally.	Learners study enterprise and the mind-set of entrepreneurs, exploring the risks, opportunities and constraints of starting an enterprise.	Internal coursework	90 GLH
Unit 2 – Developing a Marketing Campaign	Learners will gain skills relating to, and an understanding of, how a marketing campaign is developed.	Task set and marked by Pearson.	90 GLH
Unit 3 – Personal and Business Finance	Learners study the purpose and importance of personal and business finance. They will develop the skills and knowledge needed to understand, analyse and prepare financial information.	Written exam set and marked by Pearson.	120 GLH
Unit 4 – Launch and Run an Enterprise	Learners develop the skills and attributes to launch and run an enterprise. Most of the time allocated to this unit will be spent on the running of the enterprise.	Assignment set and marked internally.	90 GLH
Unit 5 – Survival and Growth	Learners study the factors which influence the survival of enterprises and consider the strategies which can influence their growth and future direction.	Assignment set and marked internally.	90 GLH
Unit 6 – Business Decision Making	Learners study skills relating to business concepts, processes and data developed in earlier units to enable the formulation of business decisions and solutions.	Task set and marked by Pearson.	120 GLH
Unit 7 – Social Enterprise	Learners research and develop an understanding of organisations trading for social purposes, gaining practical experience in planning and running a short social enterprise activity.	Assignment set and marked internally	60 GLH

Unit 8 – Entrepreneurship and Intrapreneurship in Practice	Learners study the characteristics of successful entrepreneurs and consider the strategies that can influence the development of intrapreneurship in an organisation	Assignment set and marked internally	60 GLH
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Who is this qualification for?

The Pearson BTEC Level 3 in Enterprise and Entrepreneurship is intended to be an Applied General qualification for post-16 students wanting to continue their education through applied learning, and who aim to progress to higher education. The qualification is designed as a full two year programme. Students wishing to take this qualification will have successfully completed a level 2 programme of learning, with GCSEs and potentially some vocational qualifications.

How will this subject prepare you for your next steps?

In addition to the enterprise sector specific content, the requirements of the qualification will mean students develop the transferable and higher order skills that are highly regarded by both HE and employers. For example, Business Decision Making is a synoptic unit, where students identify and apply the concepts and theories developed in previous units to a business case study, so demonstrating understanding in an integrated way.

The qualification is intended to carry UCAS points and is recognised by HE providers as meeting admission requirements to many relevant Foundation Degree and BTEC Higher National courses, for example:

- FdSc Tourism and Enterprise Management.
- FdA Business and Enterprise.
- FdSc Enterprise and Small Business Development.
- HND Enterprise Information Systems.

When studied with other qualifications within the study programme, students can progress onto higher education on combined courses, for example:

- BA (Hons) in Food and Beverage Enterprise Management, if taken with A Level Design and Technology: Food Technology.
- BA (Hons) in Enterprise and Education Studies.
- BA (Hons) in Enterprise/Film and Television Studies.

This qualification is designed primarily to support progression to employment through further study at university. However, the qualification also supports students choosing to progress directly to employment, as the transferable knowledge, understanding and skills will give successful students an advantage when applying for a range of entry level roles or ‘school leaver’ programmes of management, and Higher Apprenticeships in areas such as business BTEC National Diploma in Enterprise and Entrepreneurship, administration, marketing, accounting, sales or enterprise. The qualification also equips students with the skills to enter the self-employed market.

We want to offer you the right range and combination of subjects to fit in with your career ambitions. To do this we need to know what your subject preferences are. We will try to accommodate as many student preferences as possible when we use this data to do the timetable.

Name	Postcode	Date of Birth
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Students choose one of our bundles and select their subjects from our core pathways or a choice of subjects that suit their aspirations.

Coder Bundle (see page 5 for details)	IT Developer Bundle (see page 5 for details)	Creative Bundle (see page 5 for details)
Creative Professional Bundle (see page 5 for details)	Tech Entrepreneur Bundle (see page 6 for details)	Fintech Bundle (Finance) (see page 6 for details)

My bundle choice is...

My first core subject choice is...

My second core subject choice is...

My third core subject choice...

My first additional subject choice is...

My second additional subject choice is...

I would also consider studying...

If you have already completed A Levels or BTECs please list these below:

Subject	Date of entry	Grade

Please use this space to tell us anything else we should know about your subject options.

Please tear this off and return to a member of the Studio admin team.

THE STUDIO

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