TEACHER'S GUIDE

The creative industries are one of the fastest growing sectors in the UK.

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Myths about pay, nepotism and the "London-centric" industries are still common. In reality the industries are more accessible than ever.

Creative jobs are also not at an automation risk in the future, while many other job roles will be replaced by robotics and machine learning. To give students their best chance at a long-term career, thinking creatively is one of the best ways to start.

There are lots of ways to embed creative thinking into the curriculum. Creative employers look for STEAM skills – that's Science, Technology, Engineering, Art and Maths. Art skills are widely required, but more companies are hiring people that show promise in other areas. Maths graduates that might have once ended up in finance, now apply for VFX roles. And engineers previously interested in the automotive industry can apply their skills working in the games industry.

Applied STEAM skills are a great way of bringing this thinking into a classroom. Using examples from creative projects can work too, from the way that animals move in animated productions to the way that particles react in games.

Websites like Khan Academy offer applied courses, with a basis in practical STEAM skills.

With the wealth of resources online, engaged students can teach themselves at home. Software is accessible, affordable and computer hardware is more powerful than ever.

You can also bring creative thinking into the curriculum by encouraging students to deliver their work through video. After school clubs can also be a way of adding creative thinking to your curriculum. Get students to think critically and practically about their favourite games, TV shows and films. Watch behinds-the-scenes content with them to find out more about the production process.

FIRST STEPS

Watch films, TV shows and play games, and find out which ones were made in the UK. Watch the credits to find out who does what, at **screenskills.com**

MOVING UP

If your students want to start making creative projects, try to provide the tools and environment to do so. Offer enrichment activites outside school for filmmakers, animators and artists.

GETTING IN

Present apprenticeships, university and trainee schemes as potential paths available for all. Look in your local area to find out what's being produced, and be proud of it!