

Unit 20: Creating animation for the WWW using ICT

Candidate Name: Candidate DB

Assessment Objective	Pass	Merit	Distinction
Guidance for AO1	For Assessment Objective 1 centres may provide candidates with animations for reviewing. At least two different types of animation must be reviewed.		
AO1 Review several existing animations	Candidates list the good and not so good features of at least two different animations.	Candidates identify the aim of the animation. Candidates give a detailed explanation of the good and not so good features of at least two different animations and suggest possible improvements.	Candidates identify the aim of the animation. Candidates give a thorough explanation of the good and not so good features of at least two animations, and suggest a range of valid improvements to help the animation meet its aims.
AO1 NOTES PASS	The candidate has looked at two different animations. The audience is identified for each and there is an attempt at identifying the aim, although this is not very successful. Good and not so good features are identified for each and there is an attempt to suggest possible improvements, but these are very vague and few really relate to the animations themselves. PASS can be awarded here.		
Guidance for AO2	For Assessment Objective 2 candidates must produce documentation for their animation. At this stage a choice must be made between software that allows the use of tweening or frame-by-frame animation. The storyboard will need to be detailed enough to provide information of the key points in the animation; there is no need to provide evidence of planning every frame. Candidates are not required to create every element themselves they may source these from elsewhere and import them into their chosen software package.		
AO2 Design an animation	Candidates describe the aim of the animation. A simple storyboard covering the main elements is provided. The design may lack structure.	Candidates describe the aim and audience of the animation. A storyboard covering the main elements is provided. The design has a clear structure.	Candidates are thorough in their description of aim and audience for the animation. A storyboard covering all elements is provided. The design is well structured.
AO2 NOTES PASS	The candidate describes the aim and audience for the animation. A very simple storyboard showing the key idea and timing for each frame is provided but there is no consideration of any animation that is going to occur between these frames. PASS can just be awarded here.		

Assessment Objective	Pass	Merit	Distinction
Guidance for AO3	For Assessment Objective 3 an animation of at least 15 seconds in length is required by pass candidates; higher grades will be expected to produce an animation of at least 30 seconds in length that uses looping. The animation must be suitably complex for candidates to evidence the use of a range of animation techniques. A complex animation will consist of multiple objects animated simultaneously and this animation should run smoothly. Animation properties should be modified to ensure it is fit purpose. As the animation is to be used on the www candidates must export it to a suitable file format. For distinction candidates consideration must be given to optimising the animation for the www.		
AO3 Create an animation	<p>The animation must be at least 15 seconds in length.</p> <p>The animation makes some use of: basic graphic techniques and tweening or frame-by-frame animation.</p> <p>Some elements may not work as intended.</p> <p>The animation will be exported in a suitable file format.</p>	<p>The animation must be at least 30 seconds in length.</p> <p>The animation must be appropriate.</p> <p>The animation makes good use of: basic graphic techniques, tweening or frame-by-frame animation, frame rates and looping.</p> <p>Most elements work as intended.</p> <p>The animation will be exported in a suitable file format.</p>	<p>The animation must be at least 30 seconds in length.</p> <p>The animation must be appropriate and meets the identified aims.</p> <p>The animation makes good use of: basic graphic techniques, tweening or frame-by-frame animation, frame rates and looping.</p> <p>All elements work as intended.</p> <p>The animation will be optimised and exported in a suitable file format.</p>
AO3 NOTES PASS	<p>The animation is between 15 and 30 seconds in length. There is evidence of some use of basic graphic techniques (to be considered 'good' use it would have been expected that the background around the newspaper would have been removed) and tweening. The final animation is reasonably effective and most elements work as intended, within the limitations of the poor plan produced for AO2. There is evidence of the file size being reduced by optimisation. Although some aspects of Merit and Distinction are evidenced there is no evidence of the use of frame rates or looping, both of which are left at their default setting. PASS can be awarded here.</p> <p>Although screenshots have been provided to show the key parts of the animation it is necessary to view the electronic file to see the actual animation.</p>		
Guidance for AO4	For Assessment Objective 4 candidates must produce a test plan for their animation. They should carry out these tests and evidence this through a completed test plan or via a checklist. Screen shots are not required as evidence for carrying out these tests. Based on the outcomes of these tests suggestions for improvements must be made. Higher level candidates will need to act on some of these findings.		
AO4 Test the animation	<p>Candidates will test their animation using a test table containing at least four tests, most of which are appropriate.</p> <p>The will identify areas for improvement.</p>	<p>Candidates will test their animation using a test table containing at least five tests covering the main areas of their animation.</p> <p>They will identify areas for improvement and action one of them.</p>	<p>Candidates will test their animation using a test table containing at least six tests.</p> <p>The tests will cover all main areas of their animation and will all be appropriate.</p> <p>They will identify areas for improvement and action most of them.</p>
AO4 NOTES PASS	The test table contains five suitable elements to be tested although not all tests are specific. Two valid areas for improvement have been identified. A Pass can be awarded for this Assessment Objective.		

Overall Grade

AO1	AO2	AO3	AO4
Pass	Pass	Pass	Pass

With all AOs graded at Pass, an overall **PASS** can be awarded for the unit. It should be noted that had any element of any AO not been met then a Pass could not have been awarded.

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