

INCLUDED ON THE
2020 PERFORMANCE TABLES

OCR
Oxford Cambridge and RSA

Cambridge NATIONALS LEVEL 1/2

Cambridge
NATIONALS

CREATIVE iMEDIA

Summary Brochure

ocr.org.uk/cambridgenationals

OCR is a not-for-profit organisation. For us, success is measured through the impact and reach of our activities and the scale of our contribution in helping students realise their aspirations.

Our purpose is to work in partnership with others to provide general and vocational qualifications that support education in ways that enable students to reach their full potential, to equip them with the knowledge and skills they need for their future, and to recognise and celebrate their achievements.

We develop our qualifications in close consultation with teachers, industry leaders and government to ensure they are relevant for today's students and meet requirements set by the Office of Qualifications and Examinations Regulation (Ofqual).



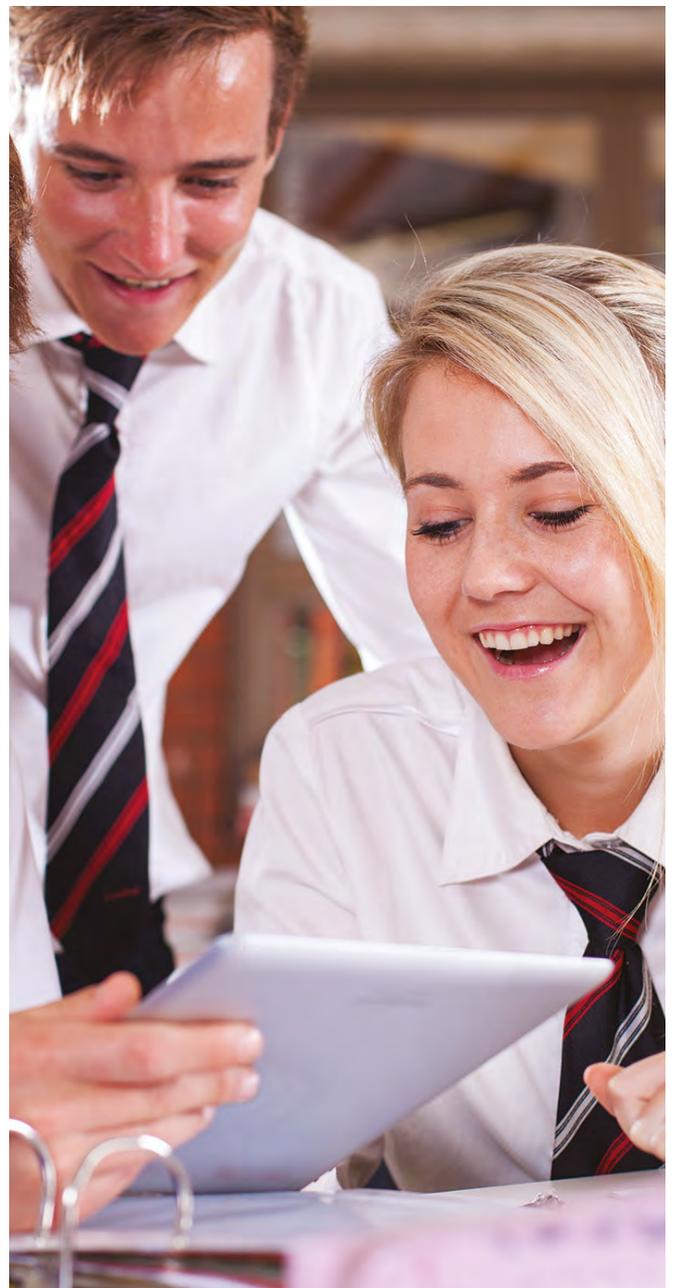
Cambridge Nationals

Cambridge Nationals are vocational qualifications at Level 1/2 for students aged 14–16.

They are designed to fit into the curriculum and to offer the same size, rigour and performance points as GCSEs. They will form a key part of any students' Progress 8 and Attainment 8 approved subjects under the Technical Award category.

Offered at Level 1/2 so you don't need to close off your students' options too early, Cambridge Nationals gives you a real alternative. Our administration is straightforward allowing you to get on with delivery and assessment and not drown in forms and processes.

The qualifications are recognised by Ofqual, DfE and 16–19 providers as progression to A Level, further education or on to an apprenticeship or work.



OCR Level 1/2 Cambridge National Certificate in Creative iMedia

Digital Media is a key part of many areas of our everyday lives and vital to the UK economy. Production of digital media products is a requirement of almost every business so there is huge demand for a skilled and digitally literate workforce. This qualification will help students develop specific and transferable skills such as research, planning, and review, working with others and communicating creative concepts. The qualification's hands-on approach has strong relevance to the way young people use the technology required in creative media.

The mandatory units of pre-production and creating digital graphics underpin the qualification and reflect key industry skills. The pre-production skills unit is assessed through an examination and contributes 25% of the marks for the Certificate size qualification.

The wide range of optional units cover different media disciplines allowing you to offer your students a course that will motivate them, appeal to range of learning styles and allow students to demonstrate their ability and passion. Each optional unit is assessed through a practical task-based assessment with OCR-set tasks to support your students in producing assessment evidence.



The Qualification

This qualification is available in three sizes, the most popular of which is 120 Guided Learning Hours, and is equivalent to a GCSE in both size and rigour. It will fit into a study programme at Key Stage 4.

Units	Qualification title	GLH	Award 60 GLH	Certificate 120 GLH	Diploma 240 GLH
Mandatory					
R081: Pre-production skills	Written paper 1 hour 15 minutes	30	M	M	M
R082: Creating digital graphics	Centre assessed task, OCR moderated	30	M	M	M
Optional					
R083: Creating 2D and 3D digital characters	Centre assessed task, OCR moderated	30	N/A	O	O
R084: Storytelling with a comic strip	Centre assessed task, OCR moderated	30	N/A	O	O
R085: Creating a multipage website	Centre assessed task, OCR moderated	30	N/A	O	O
R086: Creating a digital animation	Centre assessed task, OCR moderated	30	N/A	O	O
R087: Creating interactive multimedia products	Centre assessed task, OCR moderated	30	N/A	O	O
R088: Creating a digital sound sequence	Centre assessed task, OCR moderated	30	N/A	O	O
R089: Creating a digital video sequence	Centre assessed task, OCR moderated	30	N/A	O	O
R090: Digital photography	Centre assessed task, OCR moderated	30	N/A	O	O
R091: Designing a game concept	Centre assessed task, OCR moderated	30	N/A	O	O
R082: Developing digital games	Centre assessed task, OCR moderated	30	N/A	O	O
Key: M = mandatory unit O = optional unit					

Performance Points

2019 performance tables (under Technical Award category)	✓
2020 performance tables (under Technical Award category)	✓

Progression

Cambridge Nationals provide a strong base for progression to Further Education, whether it is on to our Level 3 Cambridge Technicals or A Levels, apprenticeship or work.

OCR Level 1/2 Cambridge National Certificate in Creative iMedia

This qualification is for students aged 14-16 who wish to develop applied knowledge and practical skills in creating digital media products.

Mandatory units

Unit R081: Pre-production skills

This first unit underpins the other learning in this qualification. Students will learn about how to plan pre-production effectively including understanding of client requirements and reviewing pre-production briefs. They will use this knowledge in the optional units when they develop their own media products. This unit also provides excellent transferable skills such as project planning which will be useful in a wide variety of contexts.

This unit is externally assessed through an OCR set and marked 1 hour 15 minute exam. A sample test can be downloaded from the website, where you can also find past papers and examiner's reports.

Unit R082: Creating digital graphics

Digital graphics are a key part of most digital products and this mandatory unit will help support the other optional units in the suite. Students will learn the basics of digital graphics editing for the creative and digital media sector, considering client requirements that they learnt about in R081.

Optional units

Unit R083: Creating 2D and 3D characters

From film and television to computer gaming, digital characters are key components of creative media projects. Students will learn about character modelling in this sector, creating their own 2D and 3D digital characters.

their different features. Students will plan and create interactive multimedia products, reviewing their solution against the client's brief.

Unit R084: Storytelling with a comic strip

From their beginnings as simple story strips, to complete genres, students will learn about the range and features of different comic strips. They will then create their own strips in response to a client brief.

R088: Creating a digital sound sequence

Digital audio is used to enhance and inform digital content and can be found in a wide variety of products like games, websites or podcasts. Students will explore uses of audio products and then plan and produce a digital sound sequence to meet a client's brief.

Unit R085: Creating a multipage website

This unit enables students to understand the basics of creating multipage websites. Students will use their creativity to combine components to create a functional, intuitive and aesthetically pleasing website against a client brief.

R089: Creating a digital video sequence

Digital video is used in a range of products like games, websites or television productions. Students will explore uses of video products and then plan and produce a digital video sequence to meet a client's brief.

Unit R086: Creating a digital animation

Whether used to entertain or inform, digital animation is used in a wide range of applications in the creative and digital media sector. In this unit students will plan and create a digital animation, learning about a range of techniques and fulfilling the requirements of a client brief.

R090: Digital photography

In this unit students will learn about different types of digital photographic equipment, features and settings. They will then plan and execute a photo shoot, producing a final portfolio for a client brief.

R087: Creating interactive multimedia products

Now used in a wide range of products, students will learn where and why interactive products are used and

R091: Designing a game concept

Students will identify core features of digital games in order to create a games design concept proposal that can be presented to a client for critical review.

R092: Developing digital games

In this unit students will plan a digital game, create and edit and then test the game with a focus group, identifying any areas for improvement.

Your Journey With Us...

Our aim is to support you on your journey with us – from initial enquiry right through to results day. To get off on the right foot, you may want to take advantage of the support we provide for Cambridge Nationals.

Subject Advisor Support

Our qualifications have subject advisors who are there to support you for the duration of the qualification. If you are starting the qualification for the first time or are new to OCR then you can arrange to speak to a subject advisor on the telephone or via WebEx to help get you started. Face to face network events, alongside other centres, can also be arranged. If at any time you need further support our subject advisors are always on hand to answer your email queries about delivery and assessment, qualification structure, resources and support – or any subject specific queries you might have. To ensure that your support is of the highest quality, our subject advisors are all experts in their area with a range of relevant experience including teaching, assessing and moderating.



Live Online Training Events

We also provide regular online opportunities, allowing you to join us in an online Q&A session where you can ask a subject expert any question relating to the Cambridge Nationals subject. These events take place regularly throughout the year, and are absolutely free: cpdhub.ocr.org.uk



Cambridge Nationals TV

We have a series of videos designed to help you get the best out of the Cambridge Nationals qualifications. These often take the form of an interview with the chief moderator and cover topics such as delivery of content, how witness statements and OCR set assignments work. These videos are available on the qualification pages of our website: ocr.org.uk/cambridgenationals



Online Community

If you want to interact with other teachers then our online community is the place to go. A virtual community is located on our website: ocr.org.uk. Communities are grouped by subject area and offer an opportunity to ask for advice, swap resources and suggest ideas for teaching and lesson planning.

Teaching, Learning and Assessment Support

In addition to our support, we also provide a range of materials to assist you in your teaching and assessment. This will include:

Past Papers

Previous examination papers for each subject are placed on the website for you and your students to practise with.

Sample Learner Work

We have created sample learner work that shows, for each unit, an example of a Mark Band 1 piece of work and what it would have needed to move to Mark Band 2, and an example of a Mark Band 3 piece of work and why it was better than a Mark Band 2 piece of work.

Combined Past Paper

We have taken a past paper, the marking criteria for it and the examiner's comments and put them all in to one great document. It gives a really simple and clear view of the examined part of the Cambridge Nationals.

Delivery Guide

A range of lesson ideas with associated activities you can use with students to deliver the content of the unit.

Lesson Elements

Task sheets and accompanying instructions for some of the activities within the Delivery Guide.

Resource Link

An e-resource providing you with a range of links to teaching and learning websites and materials

Skills Guide

A range of generic skills guides covering topics such as Communication, Research Skills, and Exam Techniques.



For more information visit
ocr.org.uk/cambridgenationals
or call our Customer Contact Centre on
01223 553998

Alternatively, you can email us on
vocational.qualifications@ocr.org.uk



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