



Accredited



CAMBRIDGE NATIONALS IN CREATIVE iMEDIA

Level 1/2

MAPPING CAMBRIDGE NATIONALS IN
ICT TO CAMBRIDGE NATIONALS IN
CREATIVE iMEDIA

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OCR
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MAPPING CAMBRIDGE NATIONALS IN ICT TO CAMBRIDGE NATIONALS IN CREATIVE IMEDIA

The purpose of this resource is to identify where units and Learning Outcomes (LOs) from Cambridge Nationals in ICT map to units and LOs in Cambridge Nationals in Creative iMedia.

Where units/LOs do map, we have identified the skills and techniques learners will need to cover in order to achieve the respective Creative iMedia unit.

R001 to R005

Cambridge Nationals in ICT, unit:	Cambridge Nationals in ICT, LO:	Cambridge Nationals in Creative iMedia, unit:	Skills/Techniques needed to achieve Creative iMedia unit, eg, 'the gap':
R001 Understanding computer systems			No unit or learning outcome mapping
R002 Using ICT to create business solutions			
R003 Handling data using spreadsheets			
R004 Handling data using databases			
R005 Creating an interactive product using multimedia components	LO1 Be able to design interactive products	<p>R085 Creating a multipage website, LO2 Be able to plan a multipage website</p> <p>R087 Creating interactive multimedia products, LO2 Be able to plan interactive multimedia products</p>	As LO1 for R085 and R087 are not covered in R005 learners would be required to research public domain websites, and the use of interactive products in order to apply this knowledge to their interpretation of the client brief and identification of the target audience requirement (LO2). The use of a visualisation diagram is a requirement for R087 and, although site planning techniques are needed for R085 , the expectation is a visualisation diagram will also be done (see LO2). Equally both R085 and R087 require a work plan to be produced (i.e. tasks, activities, workflows etc).
	LO2 Be able to create interactive products containing multimedia components	<p>R085 Creating a multipage website, part of LO3 Be able to create multipage websites using multimedia components</p> <p>R087 Creating interactive multimedia products, LO3 Be able to create interactive multimedia products</p>	If R005 was delivered using presentation authoring software and R085 is selected as a unit then learners would need to know and apply a wide range of tools and techniques of web authoring software and learners would be required to set up appropriate folder structures to organise and save web pages and assets. For R087 it is important to note that learners not only source but 'create and re-purpose' assets (see note on R006 LO2). Learners must also be able to know about version control, tracking incremental versions or changes to files or folders over time.
	LO3 Be able to carry out usability testing	<p>R085 Creating a multipage website, part of LO3 Be able to create interactive multimedia products and part of LO4 Be able to review a multipage website</p> <p>R087 Creating interactive multimedia products, LO3 Be able to create interactive multimedia products and part of LO4 Be able to review interactive multimedia products</p>	Only R087 is explicit about creating and maintaining a test plan, both R087 and R085 in effect require learners to critically evaluate the multipage website or multimedia product. As there is no requirement to gather feedback than candidate would need to know how to effectively review and identify areas for improvement that are both appropriate and justified.

TEACHING/LEARNING RESOURCES IN DEVELOPMENT

We are currently developing a range of teaching/learning resources for Creative iMedia for the following units:

- R085 – Creating a multipage website**
- R086 – Creating a digital animation**
- R087 – Creating interactive multimedia products**
- R088 – Creating a digital sound sequence**
- R089 – Creating a digital video sequence**
- R091 – Designing a game concept**
- R092 – Developing digital games**

For each of these units there will be:

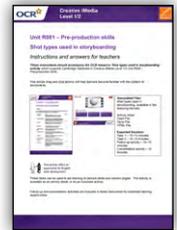
A Delivery Guide

Each guide contains a range of lesson ideas with associated activities that teachers can use with their learners. The guide is structured by learning outcome so the teacher can see how each activity helps them cover the specification. Key terms used within the unit and any common misconceptions are also explained.



Three Lesson Elements

Task sheets with accompanying teacher instructions. Each offers the teacher a creative way of encouraging their learners to engage with the topic, with individual and group exercises, research activities and the opportunity to develop English and maths skills.



Resources Links

An e-resource that provides teachers with links to a range of teaching and learning websites and materials, including videos, data sets and other online content to support the teacher with the delivery of their subject.



For each of the following units there will also be:

- R084 – Storytelling with a comic strip**
- R086 – Creating a digital animation**
- R089 – Creating a digital video sequence**
- R090 – Digital photography**

Sample Learner Work with Commentary

This guide shows how learners' work is marked. It contains sample learner work for a unit and covers all the learning outcomes, graded at Marking Band 1 (MB1) and marking Band 3 (MB3).



R006

Cambridge Nationals in ICT, unit:	Cambridge Nationals in ICT, LO:	Cambridge Nationals in Creative iMedia, unit:	Skills/Techniques needed to achieve Creative iMedia unit, eg, 'the gap':
R006 Creating digital images	LO1 Be able to specify a digital image solution for a client's needs	R082 Creating digital graphics, LO2 Be able to plan the creation of a digital graphic and part of LO3 Be able to create a digital graphic	iMedia requires an understanding of pre-production skills including a visualisation diagram, basically a visual representation of what the product will look like along with demonstrating a work plan. learners will need to know how to identify the assets and resources with justification for their use drawing on LO1 which identifies how and why digital graphics are used. Generally there is no requirement for LO1 in ICT.
	LO2 Be able to create digital images	R082 Creating digital graphics, LO3 Be able to create multipage websites using multimedia components	Learners not only source assets but create assets, for example to be stored in library of assets that could be used over and over again in a variety of different projects. This is an additional requirement to using the tools and techniques of the software to create the graphic/ image for the brief. Learners are required to understand 'version control', in its basic form tracking incremental versions or changes to files or folders over time. However, LO2 ICT is comprehensive in terms of the tools and techniques that could be applied to enhance the graphic/ image and learners should not need to know anything additional to that.
	LO3 Be able to store, retrieve and present digital images	R082 Creating digital graphics, part of LO3 Be able to create a digital graphic	LO3 in many ways expands the requirement for LO3 iMedia. The presentation of the graphic for iMedia is narrower in that, essentially, the final product must be suitable for print and web viewing. Note that LO4 for iMedia is not required for ICT and learners are required to know how to critically evaluate their graphic in relation to their identification of the client and target audience requirements.

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R007 to R011

Cambridge Nationals in ICT, unit:	Cambridge Nationals in ICT, LO:	Cambridge Nationals in Creative iMedia, unit:	Skills/Techniques needed to achieve Creative iMedia unit, eg, 'the gap':
R007 Creating dynamic products using sound and vision	LO1 Be able to prepare for the production of dynamic products	<p>R086 Creating a digital animation, LO2 Be able to plan a digital animation</p> <p>R088 Creating a digital sound sequence, LO2 Be able to plan a digital sound sequence</p> <p>R089 Creating a digital video sequence LO2 Be able to plan a digital video sequence</p>	Consistent with other iMedia units learners are in essence pre-planning for LO1 , the purpose and use of animations (R086), the uses of digital audio products (R088) and the uses of digital video products (R089) and applying this knowledge to better interpret the client requirements and user needs. The planning stage for LO2 requires learners to be specifically looking at animation, sound or video. For example a shooting script would include not just timings for each shot but also the angles of the shots (R089). Equally, for R089 learners are using 'original' recorded footage learners need to consider camera type, lighting, tripod etc. Note also the work plan required for R088 and R089 .
	LO2 Be able to create dynamic products	<p>R086 Creating a digital animation, LO3 Be able to create a digital animation</p> <p>R088 Creating a digital sound sequence, LO3 Be able to create a digital sound sequence</p> <p>R089 Creating a digital video sequence LO3 Be able to create a digital video sequence</p>	Because R007 requires learners to create a product with sound and vision and/ animation whereas R086 , R088 and R089 are specialised units in the areas of sound, vision and animation some of the skill and techniques would need to be developed further if undertaking either R086 , R088 or R089 . For example although learners should know some of the features of sound editing software to enhance and edit sound assets, the range of tools and techniques would need developing for R088 . Equally for R088 , it is important to note the requirements to record sounds as well as source them not just import sourced components (R007). These points would also need to be considered if undertaking R089 .
	LO3 Be able to test functionality of dynamic products	<p>R086 Creating a digital animation, part of LO4 Be able to review a digital animation</p> <p>R088 Creating a digital sound sequence, LO2 Be able to plan a digital sound sequence and part of LO4 be able to review a digital sound sequence</p> <p>R089 Creating a digital video sequence, part of LO4 Be able to review a digital video sequence</p>	Only R088 requires learners to create and maintain a test plan, LO4 for all three units requires learners to be able to review the product and identify areas for improvement (see LO3 R006 for further comment).
R008 Introduction to computer programming	No unit or learning outcome mapping		
R009 Exploring computer hardware and networks			
R010 Developing control systems			
R011 Understanding technology - a project approach			

OCR Resources: *the small print*

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