

Cambridge TECHNICALS LEVEL 3

DIGITAL MEDIA

Cambridge
TECHNICALS
2016

MAPPING GUIDE

Version 1

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INTRODUCTION

This document lists the current Cambridge Technicals Units and Learning Outcomes (LO) and maps them to the new Cambridge Technicals Units and Learning Outcomes so that you can see where each learning outcome has remained, changed, moved or been removed.

DIGITAL MEDIA

The Cambridge Technicals in Digital Media have been developed to meet the changing needs of the sector, and prepare your students for the challenges they'll face in Higher Education or employment. Designed in collaboration with experts spanning the breadth of the sector, the Cambridge Technicals in Digital Media focuses on the skills, knowledge and understanding that today's universities and employers demand. Your students will apply practical skills and knowledge in preparation for further study or the workplace.

When developing the Certificate qualifications we worked with universities to design the content and assessment of these qualifications – ensuring that your learners are prepared and have the skills to progress to degree level.

For the Tech Levels we worked with universities, industry experts and employers to design the content and assessment of these qualifications – ensuring that your learners are prepared and have the skills to progress to degree level, an apprenticeship, or work.

The two Diplomas have two vocational pathways within them that can be followed. Each pathway focuses on industry sectors and job roles that your learners will actually be able to do having completed a Cambridge Technical. We've worked in partnership with industry to make sure your learners can progress directly into the sector in job roles that are appropriate for their age and experience.

TEACHING AND LEARNING RESOURCES

New resources are being developed to support your teaching of this new qualification. These will include Delivery Guides, Resource Links, Lesson Elements, Project Approaches, a Qualifications Calculator and a Progress Tracker.

To find out more about this qualification please go to: <http://www.ocr.org.uk/qualifications/cambridge-technicals-digital-media-certificate-extended-certificate-foundation-diploma-diploma-05843-05846-2016-suite/>



2016 Suite

- New suite for first teaching September 2016
- Externally assessed content
- Eligible for Key Stage 5 performance points from 2018
- Designed to meet the DfE technical guidance

MAPPING

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|--|--------|---|--|--|---|--------|---|----------------|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 1 | Analysing Media Products and Audiences | LO1 | Understand media products and the institutions that create them | This LO is similar in the new Technicals BUT DOES NOT have the same title | 1 | Media products and audiences (Externally assessed) | LO1 | Understand the ownership models of media institutions | |
| | | LO2 | Understand the relationship between media products and their target audience | This LO is no longer stand-alone and has been divided and is now in multiple units/LOs | | | LO2 | Understand how media products are advertised and distributed | |
| | | LO3 | Understand how media products are distributed and promoted | This LO is similar in the new Technicals BUT DOES NOT have the same title | | | LO3 | Understand how meaning is created in media products | |
| | | LO4 | Understand ethical, legal, and regulatory issues associated with media products | This LO is no longer stand-alone and has been divided and is now in multiple units/LOs | | | LO4 | Understand the target audiences of media products | |
| | | | | | | | LO5 | Be able to evaluate research data used by media institutions | |
| | | | | | | | LO6 | Be able to evaluate legal, ethical and regulatory issues associated with media products | |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|-------------------|--------|--|---|--|--|--------|--|----------------|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 10 | Media Adaptations | LO1 | Understand pre-existing products are adapted for use in different media formats | These LOs are no longer stand-alone and have been divided and are now in multiple units/LOs | 24 | Cross media industry awareness (Internally assessed) | LO1 | Understand the products that are produced within and across media industries | |
| | | LO2 | Be able to develop a treatment or proposal and storyboard for an adaptation idea | | 23 | Create a personal media profile (Internally assessed) | LO3 | Be able to repurpose content and create the personal media profile | |
| | | LO3 | Be able to pitch a developed adaptation idea for feedback | These LOs are not in any of the new Technicals units | | | | | |
| | | LO4 | Be able to use their review of feedback gained to refine a planned adaptation idea | | | | | | |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|----------------------------------|--------|--|--|--|---|--------|--|---|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 11 | Scriptwriting for Media Products | LO1 | Understand scripted elements in a range of media products | These LOs are similar in the new Technicals BUT DO NOT have the same titles | 22 | Scripting for media products (Internally assessed) | LO1 | Understand scripted elements for a range of media products | |
| | | LO2 | Be able to generate ideas for the scripted element of a media product, in response to a client brief | | | | LO2 | Be able to generate ideas and plan the script for a media product, in response to a client brief | |
| | | LO3 | Be able to produce the scripted element of a media product, in response to a client brief | | | | LO3 | Be able to produce the script for a media product, in response to a client brief | |
| | | LO4 | Be able to present the scripted element to a client for feedback | This LO is not in any of the new Technicals units | | | | | |
| | | LO5 | Be able to revise the scripted element using client feedback gained | This LO is no longer stand-alone and has been divided and is now in multiple units/LOs | 22 | Scripting for media products (Internally assessed) | LO3 | Be able to produce the script for a media product, in response to a client brief | This is captured through evaluation, including feedback received. |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|----------------------------------|--------|---|--|--|------------|--------|----------|----------------|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 12 | Set Design for Media Productions | LO1 | Understand the use of 3D sets and set design, and their application in audio-visual media products | These LOs are not in any of the new Technicals units | | | | | |
| | | LO2 | Be able to develop ideas for a 3D set design to be used in the production of an audio-visual media product | | | | | | |
| | | LO3 | Be able to plan for the safe production of a 3D set to be used in the production of an audio-visual media product | | | | | | |
| | | LO4 | Be able to safely construct and test a 3D scale model of a planned set design | | | | | | |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|---|--------|--|---|--|--|--------|---|----------------|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 13 | Planning and Pitching a Print-Based Media Product | LO1 | Understand existing print-based media products and how they are created | This LO is no longer stand-alone and has been divided and is now in multiple units/LOs | 24 | Cross media industry awareness (Internally assessed) | LO1 | Understand the products that are produced within and across media industries | |
| | | LO2 | Be able to generate ideas for an original print-based media product | This LO is similar in the new Technicals BUT DOES NOT have the same title | 21 | Planning and delivering a pitch (Internally assessed) | LO1 | Be able to generate ideas for an original media product based on a client brief | |
| | | LO3 | Be able to develop ideas by creating proposals and sample materials for two original print-based products | These LOs are no longer stand-alone and have been divided and are now in multiple units/LOs | | | LO2 | Be able to create a proposal and pitch for an original media product based on a given brief | |
| | | LO4 | Be able to pitch ideas on proposed print-based products to an editor, client or focus group for feedback | | | | LO3 | Be able to pitch ideas on a proposed media product and respond to questions | |
| | | LO5 | Be able to use feedback gained to inform the development and planning of an original print-based media product | | | | | | |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|---------------------------------------|--------|---|---|--|---|--------|---|----------------|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 14 | Producing a Print-Based Media Product | LO1 | Be able to produce pre-production materials for a planned original print media product | These LOs are no longer stand-alone and have been divided and are now in multiple units/LOs | 3 | Create a media product (Internally assessed) | LO1 | Be able to create a proposal with sample materials for an original media product to a client brief | |
| | | LO2 | Be able to assess locations, risks, and legal/ethical issues relevant to their print media product, finding solutions to any risks or issues identified | | | | LO2 | Be able to plan and develop pre-production materials for an original media product to a client brief | |
| | | LO3 | Be able to produce materials for use in an original print media product | These LOs are similar in the new Technicals BUT DO NOT have the same titles | | | LO3 | Be able to create production materials for an original media product to a client brief | |
| | | LO4 | Be able to edit materials to produce a final print media product | | | | LO4 | Be able to carry out post-production techniques and processes for an original media product to a client brief | |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|-------------------------------|--------|--|---|--|--|---|---|----------------|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 15 | Print-Based Advertising Media | LO1 | Understand how print-based advertisements are used within existing advertising campaigns | These LOs are similar in the new Technicals BUT DO NOT have the same titles | 20 | Advertising media (Internally assessed) | LO1 | Know how existing advertising campaigns embed advertisements across a range of media products | |
| | | LO2 | Be able to plan an advertising campaign that includes print-based advertisements | | | | LO2 | Be able to plan a cross media advertising campaign to a client brief | |
| | | LO3 | Be able to plan original print-based advertisements to be used within an advertising campaign | | | | LO3 | Be able to produce the planned media components | |
| | | LO4 | Be able to present print-based advertisement ideas to a client for feedback | 21 | Planning and delivering a pitch (Internally assessed) | LO3 | Be able to pitch ideas on a proposed media product and respond to questions | | |
| | | LO5 | Be able to produce an original print-based advertisement to be used within an advertising campaign | 20 | Advertising media (Internally assessed) | LO3 | Be able to produce the planned media components | | |
| | | | | These LOs are no longer stand-alone and have been divided and are now in multiple units/LOs | | | | | |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|---|--------|---|---|--|--|--------|---|----------------|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 16 | Planning and Pitching an Audio-Visual Media Product | LO1 | Understand existing audio-visual media products and how they are created | This LO is no longer stand-alone and has been divided and is now in multiple units/LOs | 24 | Cross media industry awareness (Internally assessed) | LO1 | Understand the products that are produced within and across media industries | |
| | | LO2 | Be able to generate ideas for an original audio-visual media product | This LO is similar in the new Technicals BUT DOES NOT have the same title | 21 | Planning and delivering a pitch (Internally assessed) | LO1 | Be able to generate ideas for an original media product based on a client brief | |
| | | LO3 | Be able to develop ideas by creating proposals and sample materials for two original audio-visual products | These LOs are no longer stand-alone and have been divided and are now in multiple units/LOs | | | LO2 | Be able to create a proposal and pitch for an original media product based on a given brief | |
| | | LO4 | Be able to pitch ideas on proposed audio-visual products to a producer, client or focus group for feedback | | | | LO3 | Be able to pitch ideas on a proposed media product and respond to questions | |
| | | LO5 | Be able to use feedback gained to inform the development and planning of an original audio-visual media product | | | | | | |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|---|--------|--|---|--|--|--------|---|----------------|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 17 | Producing an Audio-Visual Media Product | LO1 | Be able to produce pre-production materials for a planned original audio-visual media product | These LOs are no longer stand-alone and have been divided and are now in multiple units/LOs | 3 | Create a media product (Internally assessed) | LO1 | Be able to create a proposal with sample materials for an original media product to a client brief | |
| | | LO2 | Be able to assess locations, risks, and legal/ethical issues relevant to their audio-visual media product, finding solutions to any risks or issues identified | | | | LO2 | Be able to plan and develop pre-production materials for an original media product to a client brief | |
| | | LO3 | Be able to produce materials for use in an original audio-visual media product | These LOs are similar in the new Technicals BUT DO NOT have the same titles | | | LO3 | Be able to create production materials for an original media product to a client brief | |
| | | LO4 | Be able to edit materials to produce a final audio-visual media product | | | | LO4 | Be able to carry out post-production techniques and processes for an original media product to a client brief | |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|--------------------------------|--------|---|---|--|--|--------|---|----------------|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 18 | Audio-Visual Advertising Media | LO1 | Understand how audio-visual advertisements are used within existing advertising campaigns | These LOs are similar in the new Technicals BUT DO NOT have the same titles | 20 | Advertising media (Internally assessed) | LO1 | Know how existing advertising campaigns embed advertisements across a range of media products | |
| | | LO2 | Be able to plan an advertising campaign that includes audio visual advertisements | | | | LO2 | Be able to plan a cross media advertising campaign to a client brief | |
| | | LO3 | Be able to plan original audio visual advertisements to be used within an advertising campaign | | | | LO3 | Be able to produce the planned media components | |
| | | LO4 | Be able to present audio-visual advertisement ideas to a client for feedback | These LOs are no longer stand-alone and have been divided and are now in multiple units/LOs | 21 | Planning and delivering a pitch (Internally assessed) | LO3 | Be able to pitch ideas on a proposed media product and respond to questions | |
| | | LO5 | Be able to produce an original audio-visual advertisement to be used within an advertising campaign | | 20 | Advertising media (Internally assessed) | LO3 | Be able to produce the planned media components | |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|--|--------|---|---|--|--|--------|---|----------------|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 19 | Planning and Pitching an Audio Media Product | LO1 | Understand existing audio media products and how they are created | This LO is no longer stand-alone and has been divided and is now in multiple units/LOs | 24 | Cross media industry awareness (Internally assessed) | LO1 | Understand the products that are produced within and across media industries | |
| | | LO2 | Be able to generate ideas for an original audio media product | This LO is similar in the new Technicals BUT DOES NOT have the same title | 21 | Planning and delivering a pitch (Internally assessed) | LO1 | Be able to generate ideas for an original media product based on a client brief | |
| | | LO3 | Be able to develop ideas by creating treatments or proposals and sample materials for two original audio products | These LOs are no longer stand-alone and have been divided and are now in multiple units/LOs | | | LO2 | Be able to create a proposal and pitch for an original media product based on a given brief | |
| | | LO4 | Be able to pitch ideas on proposed audio products to a producer, client or focus group for feedback | | | | LO3 | Be able to pitch ideas on a proposed media product and respond to questions | |
| | | LO5 | Be able to use feedback gained to inform the development and planning of an original audio media product | | | | | | |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|----------------------------------|--------|---|---|--|--|--------|---|----------------|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 20 | Producing an Audio Media Product | LO1 | Be able to produce preproduction materials for a planned original audio media product | These LOs are no longer stand-alone and have been divided and are now in multiple units/LOs | 3 | Create a media product (Internally assessed) | LO1 | Be able to create a proposal with sample materials for an original media product to a client brief | |
| | | LO2 | Be able to assess locations, risks, and legal/ethical issues relevant to their audio media product, finding solutions to any risks or issues identified | | | | LO2 | Be able to plan and develop pre-production materials for an original media product to a client brief | |
| | | LO3 | Be able to produce materials for use in an original audio media product | These LOs are similar in the new Technicals BUT DO NOT have the same titles | | | LO3 | Be able to create production materials for an original media product to a client brief | |
| | | LO4 | Be able to edit materials to produce a final audio media product | | | | LO4 | Be able to carry out post-production techniques and processes for an original media product to a client brief | |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|-------------------------|--------|--|---|--|---|--------|---|----------------|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 21 | Audio Advertising Media | LO1 | Understand how audio advertisements are used within existing advertising campaigns | These LOs are similar in the new Technicals BUT DO NOT have the same titles | 20 | Advertising media (Internally assessed) | LO1 | Know how existing advertising campaigns embed advertisements across a range of media products | |
| | | LO2 | Be able to plan an advertising campaign that includes audio advertisements | | | | LO2 | Be able to plan a cross media advertising campaign to a client brief | |
| | | LO3 | Be able to plan original audio advertisements to be used within an advertising campaign | | | | LO3 | Be able to produce the planned media components | |
| | | LO4 | Be able to present audio advertisement ideas to a client for feedback | These LOs are no longer stand-alone and have been divided and are now in multiple units/LOs | 21 | Planning and delivering a pitch (Internally assessed) | LO3 | Be able to pitch ideas on a proposed media product and respond to questions | |
| | | LO5 | Be able to produce an original audio advertisement to be used within an advertising campaign | | 20 | Advertising media (Internally assessed) | LO3 | Be able to produce the planned media components | |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|---|--------|---|---|--|--------------------------------------|--------|---|----------------|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 22 | Production Roles in Media Organisations | LO1 | Understand what production job roles are available within a chosen part of the media sector | These LOs are no longer stand-alone and have been divided and are now in multiple units/LOs | 24 | Cross media (Internally assessed) | LO2 | Understand the behaviours, skills and attributes necessary within a chosen media industry | |
| | | LO2 | Understand the skills they will need to carry out a chosen media production role | | | | | | |
| | | LO3 | Be able to carry out a production role for a specific media production | This LO is not in any of the new Technicals units | | | | | |

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|--|--------|---|--|--|------------|--------|----------|----------------|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 23 | Planning for Media Exhibitions or Events | LO1 | Understand professional media exhibitions or events | These LOs are not in any of the new Technicals units | | | | | |
| | | LO2 | Be able to contribute to the planning and running of, a media exhibition or event | | | | | | |
| | | LO3 | Be able to gain feedback on the final media exhibition or event | | | | | | |
| | | LO4 | Be able to evaluate the final media exhibition or event | | | | | | |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | Cambridge Technicals in Digital Media 2016 units | | | | | |
|--|--|--------|---|---|----------|--|--------|---|----------------|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 24 | Preparing for a Career in the Media Industry | LO1 | Understand employment and education opportunities in the media sector | These LOs are no longer stand-alone and have been divided and are now in multiple units/LOs | 24 | Cross media (Internally assessed) | LO2 | Understand the behaviours, skills and attributes necessary within a chosen media industry | |
| | | LO2 | Be able to evaluate own personal qualities and available resources that may be used to start their own business, gain employment or move on to higher education | | | | | | |
| | | LO3 | Understand their own potential career and/or study routes | | | | | | |
| | | LO4 | Be able to prepare information and a portfolio of media work for use when looking for an employment or higher education opportunity | | 23 | Create a personal media profile (Internally assessed) | LO2 | Be able to scope and plan content for a personal media profile | |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|---------------------|--------|---|---|--|--|--------|--|--|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 30 | UK Media Publishing | LO1 | Understand UK-based media publishing and associated products | These LOs are no longer stand-alone and have been divided and are now in multiple units/LOs | 24 | Cross media (Internally assessed) | LO1 | Understand the products that are produced within and across media industries | |
| | | LO2 | Be able to plan an original UK-based print media product | | 3 | Create a media product (Internally assessed) | LO2 | Be able to plan and develop pre-production materials for an original media product to a client brief | This is carried out in unit 3 and also its specific unit area such as Interactive media product, Unit 4 or Journalism, unit 7 etc. |
| | | LO3 | Be able to produce materials for an original UK-based print media product | | | | LO1 | Be able to create a proposal with sample materials for an original media product to a client brief | |
| | | LO4 | Be able to deliver an effective pitch or presentation to a publisher | | 21 | Planning and delivering a pitch (Internally assessed) | LO3 | Be able to pitch ideas on a proposed media product and respond to questions | |
| | | LO5 | Be able to evaluate feedback gained from a pitch or presentation | | | | | | |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|--------------------------------|--------|--|---|--|--|--------|---|----------------|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 31 | Photography for Media Products | LO1 | Understand professional photographers and their work | These LOs are similar in the new Technicals BUT DO NOT have the same titles | 8 | Photography for digital media (Internally assessed) | LO1 | Understand professional photographers and their work | |
| | | LO2 | Be able to plan a photographic shoot | | | | LO2 | Know how to plan a photographic shoot for a client brief | |
| | | LO3 | Be able to take a range of photographic images for a specific media product safely | | | | LO3 | Be able to take photographic images for a client brief | |
| | | LO4 | Be able to edit a range of photographic images for a specific media product | | | | LO4 | Be able to select and edit photographic images for a client brief | |
| | | LO5 | Be able to present a range of photographic images for a specific media product | | | | LO5 | Be able to export photographic images for a client brief | |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|-----------------------------------|--------|---|--|--|--|--------|--|----------------|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 32 | Graphic Design for Media Products | LO1 | Understand existing graphic design work for media products | These LOs are similar in the new Technicals BUT DO NOT have the same titles | 13 | Graphic design for digital media products (Internally assessed) | LO1 | Know existing graphic design products in the media | |
| | | LO2 | Be able to generate conceptual ideas for related graphic design items | | | | LO2 | Be able to generate conceptual ideas and plan graphic design items in response to a client brief | |
| | | LO3 | Be able to present conceptual ideas for related graphic design items to a target audience | This LO is no longer stand-alone and has been divided and is now in multiple units/LOs | 21 | Planning and delivering a pitch (Internally assessed) | LO3 | Be able to pitch ideas on a proposed media product and respond to questions | |
| | | LO4 | Be able to plan for the production of related graphic design items | These LOs are similar in the new Technicals BUT DO NOT have the same titles | 13 | Graphic design for digital media products (Internally assessed) | LO2 | Be able to generate conceptual ideas and plan graphic design items in response to a client brief | |
| | | LO5 | Be able to produce related graphic design items | | | | LO3 | Be able to create the planned conceptual graphic items | |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|---------------------------|--------|--|--|--|--|--------|--|----------------|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 33 | Comics and Graphic Novels | LO1 | Understand graphic novels, comics and their publishers | This LO is similar in the new Technicals BUT DOES NOT have the same title | 9 | Comics and graphic novel storytelling (Internally assessed) | LO1 | Know the graphic novels and comics industry | |
| | | LO2 | Be able to generate and develop ideas for an original character, for use in a comic or graphic novel | This LO is no longer stand-alone and has been divided and is now in multiple units/LOs | | | LO2 | Be able to plan the production of an original graphic novel or comic | |
| | | LO3 | Be able to plan for the production of an original graphic novel or comic | These LOs are similar in the new Technicals BUT DO NOT have the same titles | | | LO3 | Be able to develop ideas for an original character for a planned story | |
| | | LO4 | Be able to produce an original graphic novel or comic | | | | LO4 | Be able to produce an original graphic novel or comic | |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|--------------------------|--------|--|---|--|--|--------|--|----------------|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 34 | Web Authoring and Design | LO1 | Understand a range of contrasting commercial websites | These LOs are similar in the new Technicals BUT DO NOT have the same titles | 4 | Interactive media product (Internally assessed) | LO1 | Be able to compare interactive media products | |
| | | LO2 | Be able to plan the development of a new multi-page website | | | | LO2 | Be able to initiate, plan and design a new interactive media product to a client brief | |
| | | LO3 | Be able to create a new functional multi-page website | | | | LO3 | Be able to create a planned interactive media product | |
| | | LO4 | Be able to conduct target audience user testing on their new functional multi-page website | These LOs are no longer stand-alone and have been divided and are now in multiple units/LOs | | | LO4 | Be able to test the new interactive media product | |
| | | LO5 | Be able to evaluate their new functional multipage website | | | | | | |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|-----------------------|--------|---|---|--|---|--------|--|----------------|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 35 | Social Media Products | LO1 | Understand existing social media products | These LOs are no longer stand-alone and have been divided and are now in multiple units/LOs | 6 | Social media and globalisation (Externally assessed) | LO1 | Understand how online and social media products are used | |
| | | LO2 | Be able to generate ideas for a new social media website | | | | LO2 | Understand the impact of social media and globalisation on media audiences and producers | |
| | | LO3 | Be able to plan for the development of a new social media website | | | | LO3 | Understand how global industries use social media | |
| | | LO4 | Be able to design pages for a new social media website | | | | LO4 | Know how to plan and manage a social media campaign | |
| | | LO4 | Be able to design pages for a new social media website | | 4 | Interactive media product (Internally assessed) | LO3 | Be able to create a planned interactive media product | |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|-----------------|--------|--|---|--|--|--------|--|---|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 40 | UK Film Studies | LO1 | Understand the structure and organisation of the UK film industry | These LOs are no longer stand-alone and have been divided and are now in multiple units/LOs | 24 | Cross media (Internally assessed) | LO1 | Understand the products that are produced within and across media industries | This is carried out in unit 3 and also its specific unit area such as TV and short film production, Unit 5 etc. |
| | | LO2 | Be able to plan an original UK film production | | 3 | Create a media product (Internally assessed) | LO1 | Be able to create a proposal with sample materials for an original media product to a client brief | |
| | | LO3 | Be able to produce sample materials for a planned original UK film production | | | | LO2 | Be able to plan and develop pre-production materials for an original media product to a client brief | |
| | | LO4 | Be able to deliver an effective pitch or presentation for a new UK film | | 21 | Planning and delivering a pitch (Internally assessed) | LO3 | Be able to pitch ideas on a proposed media product and respond to questions | |
| | | LO5 | Be able to evaluate feedback gained on a pitch or presentation for a new UK film | | | | | | |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|---|--------|---|--|--|--|--------|--|----------------|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 41 | Production and Post-Production for Film | LO1 | Be able to produce preproduction materials for an original short film or sequence of a film | These LOs are similar in the new Technicals BUT DO NOT have the same titles | 5 | TV or short film production (Internally assessed) | LO1 | Be able to create pre-production materials for an extract for an original TV programme or short film | |
| | | LO2 | Be able to produce production materials for use in an original short film or sequence of a film | | | | LO2 | Be able to record production materials for an extract for an original TV programme or short film | |
| | | LO3 | Be able to edit production materials to produce an original short film or sequence of a film | | | | LO3 | Be able to edit materials in post-production to create an extract for an original TV programme or short film | |
| | | LO4 | Be able to propose certification for the original short film or sequence of a film produced based on feedback gained from a focus group | This LO is no longer stand-alone and has been divided and is now in multiple units/LOs | | | LO1 | Be able to create pre-production materials for an extract for an original TV programme or short film | |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|--------------------|--------|--|--|--|--|--------|--|----------------|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 42 | UK TV Broadcasting | LO1 | Understand the structure and organisation of UK TV broadcasting | These LOs are no longer stand-alone and have been divided and are now in multiple units/ LOs | 19 | UK broadcasting (Internally assessed) | LO1 | Understand the considerations for broadcasting | |
| | | LO2 | Be able to plan a new UK TV programme | | | | LO2 | Be able to apply scheduling considerations to productions for an identified broadcaster | |
| | | LO3 | Be able to produce sample materials for a new UK TV programme | | 5 | TV or short film production (Internally assessed) | LO2 | Be able to record production materials for an extract for an original TV programme or short film | |
| | | LO4 | Be able to deliver an effective pitch or presentation for a new UK TV programme | | 21 | Planning and delivering a pitch (Internally assessed) | LO3 | Be able to pitch ideas on a proposed media product and respond to questions | |
| | | LO5 | Be able to evaluate feedback gained on a pitch or presentation for a new UK TV programme | | | | | | |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|---------------------------------------|--------|---|--|--|--|--------|--|----------------|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 43 | Production and Post-Production for TV | LO1 | Understand visual effects techniques and their application in audio-visual media products | These LOs are similar in the new Technicals BUT DO NOT have the same titles | 5 | TV or short film production (Internally assessed) | LO1 | Be able to create pre-production materials for an extract for an original TV programme or short film | |
| | | LO2 | Be able to produce preproduction materials for a 2-3 minute audio-visual sequence, containing planning for visual effects | | | | LO2 | Be able to record production materials for an extract for an original TV programme or short film | |
| | | LO3 | Be able to produce footage, containing planned visual effects, for the 2-3 minute audio-visual sequence | | | | LO3 | Be able to edit materials in post-production to create an extract for an original TV programme or short film | |
| | | LO4 | Be able to edit footage to produce a 2-3 minute audio-visual sequence, containing planned visual effects | This LO is no longer stand-alone and has been divided and is now in multiple units/LOs | | | LO4 | Be able to present the extract to gather and evaluate audience feedback | |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|--------------------------------|--------|---|---|--|---|--------|--|----------------|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 44 | Visual Effects for TV and Film | LO1 | Understand visual effects techniques and their application in audio-visual media products | These LOs are no longer stand-alone and have been divided and are now in multiple units/LOs | 17 | Visual and special effects (Internally assessed) | LO1 | Understand how effects are used in the production of audio-visual media | |
| | | LO2 | Be able to produce preproduction materials for a 2-3 minute audio-visual sequence, containing planning for visual effects | | | | LO2 | Be able to plan audio-visual content with multiple effects for an identified purpose | |
| | | LO3 | Be able to produce footage, containing planned visual effects, for the 2-3 minute audio-visual sequence | | | | LO3 | Be able to produce and review planned audio-visual content | |
| | | LO4 | Be able to edit footage to produce a 2-3 minute audio-visual sequence, containing planned visual effects | | | | LO4 | Be able to edit, export and review the production | |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|---------------------------------|--------|---|---|--|---|--|--|----------------|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 45 | Special Effects for TV and Film | LO1 | Understand special effects techniques | These LOs are no longer stand-alone and have been divided and are now in multiple units/LOs | 17 | Visual and special effects (Internally assessed) | LO1 | Understand how effects are used in the production of audio-visual media | |
| | | LO2 | Be able to plan and test the chosen special effect, and the footage it will appear in | | | | LO2 | Be able to plan audio-visual content with multiple effects for an identified purpose | |
| | | LO3 | Be able to plan and test a chosen special effect, and the footage it will appear in | | | | LO3 | Be able to produce and review planned audio-visual content | |
| | | LO4 | Be able to produce and test a planned special effect safely | | | | LO4 | Be able to edit, export and review the production | |
| | | LO5 | Be able to produce and edit footage containing the special effect planned for | LO3 | | | Be able to produce and review planned audio-visual content | | |
| | | | | This LO is similar in the new Technicals BUT DOES NOT have the same title | | | | | |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|---------------------|--------|--|---|--|---|--------|--|----------------|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 46 | Audio-Visual Promos | LO1 | Understand audio-visual promos | These LOs are similar in the new Technicals BUT DO NOT have the same titles | 15 | Create audio visual promos (Internally assessed) | LO1 | Understand the purpose of audio-visual promos | |
| | | LO2 | Be able to produce preproduction materials for an original audio-visual promo | | | | LO2 | Be able to generate ideas for an original audio-visual promo | |
| | | LO3 | Be able to produce materials for use in an original audio-visual promo | | | | LO3 | Be able to produce production materials for an original audio-visual promo idea | |
| | | LO4 | Be able to edit production materials to produce an original audio-visual promo | | | | LO4 | Be able to finalise production materials for an original audio-visual promo idea | |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | Cambridge Technicals in Digital Media 2016 units | | | | | |
|--|-----------------------|--------|---|--|----------|------------|--------|----------|---|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 47 | Acting for the Screen | LO1 | Understand the different approaches to acting by reviewing styles of performance in TV and film | These LOs are not in any of the new Technicals units | | | | | This unit has been removed from the new qualification; industry felt that it was not appropriate to be included in a media qualification and would fit better in performing art |
| | | LO2 | Be able to rehearse for a performance based on a chosen film or TV script or script extract | | | | | | |
| | | LO3 | Be able to perform a screen test, using a chosen film or TV script or script extract | | | | | | |
| | | LO4 | Be able to give a final performance for screen using a chosen film or TV script or script extract | | | | | | |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|--------------------------|--------|---|---|--|---|--------|--|----------------|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 50 | Sound for Media Products | LO1 | Understand how sound elements are used in media products | These LOs are similar in the new Technicals BUT DO NOT have the same titles | 16 | The creation and use of sound in media (Internally assessed) | LO1 | Understand how sound elements are used across media industries | |
| | | LO2 | Understand how sound elements are produced for media products | | | | LO2 | Know the techniques and processes used to create sound elements | |
| | | LO3 | Be able to plan the production of a soundtrack containing a variety of sound elements | | | | LO3 | Be able to plan the production of sound elements for identified media purposes | |
| | | LO4 | Be able to record sound elements for use in a soundtrack | | | | LO4 | Be able to record, edit and review sound elements | |
| | | LO5 | Be able to edit sound elements to create a soundtrack | | | | | | |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|------------------|--------|--|--|--|--------------------------------------|--------|--|----------------|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 51 | UK Music Studies | LO1 | Understand the structure and organisation of the music industry | This LO is not in any of the new Technicals units | 24 | Cross media (Internally assessed) | LO1 | Understand the products that are produced within and across media industries | |
| | | LO2 | Understand the work of UK bands/artists, and how they promote themselves | These LOs are not in any of the new Technicals units | | | | | |
| | | LO3 | Be able to plan a new live UK music event | | | | | | |
| | | LO4 | Be able to deliver an effective pitch or presentation for a new live UK music event | | | | | | |
| | | LO5 | Be able to evaluate the potential success of the planned new live UK music event, based on feedback gained | | | | | | |

This unit has been removed from the new qualification; industry felt that it was not appropriate to be included in a media qualification.

MAPPING

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|--|--------|--|--|--|------------|--------|----------|----------------|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 52 | Music Technology, Recording and Production | LO1 | Understand technology used in music production | These LOs are not in any of the new Technicals units | | | | | |
| | | LO2 | Be able to plan for the production of a music technology product | | | | | | |
| | | LO3 | Be able to create elements for use in a planned music technology product | | | | | | |
| | | LO4 | Be able to produce a planned music technology product | | | | | | |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|-----------------------|--------|---|---|--|---|--------|---|----------------|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 53 | UK Radio Broadcasting | LO1 | Understand the structure and organisation of UK radio broadcasting | These LOs are no longer stand-alone and have been divided and are now in multiple units/LOs | 19 | UK broadcasting (Internally assessed) | LO1 | Understand the considerations for broadcasting | |
| | | LO2 | Be able to plan a new UK radio programme | | | | LO2 | Be able to apply scheduling considerations to productions for an identified broadcaster | |
| | | LO3 | Be able to produce sample materials for a new UK radio programme | | 14 | Radio production (Internally assessed) | LO3 | Be able to create a plan for an original radio programme to a specific brief | |
| | | LO4 | Be able to deliver an effective pitch or presentation for a new UK radio programme | | 21 | Plan and deliver a pitch for a media product (Internally assessed) | LO3 | Be able to pitch ideas on a proposed media product and respond to questions | |
| | | LO5 | Be able to evaluate the potential success of the planned new UK radio programme, based on feedback gained | | 14 | Radio production (Internally assessed) | LO4 | Be able to produce an original UK radio programme extract | |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|------------------------|--------|---|---|--|---|--------|--|----------------|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 54 | Radio Drama Production | LO1 | Understand radio dramas and how they are produced | These LOs are no longer stand-alone and have been divided and are now in multiple units/LOs | 14 | Radio production (Internally assessed) | LO1 | Know how the radio industry operates | |
| | | LO2 | Be able to plan a new radio drama | | | | LO2 | Be able to investigate the technologies for multiplatform radio broadcasting | |
| | | LO3 | Be able to produce a new radio drama | | | | LO3 | Be able to create a plan for an original radio programme to a specific brief | |
| | | LO4 | | | | | LO4 | Be able to produce an original UK radio programme extract | |

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|---------------------------------|--------|---|---|--|---|--------|--|----------------|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 55 | Talk and Music Radio Production | LO1 | Understand existing talk and radio music programmes | These LOs are no longer stand-alone and have been divided and are now in multiple units/LOs | 14 | Radio production (Internally assessed) | LO1 | Know how the radio industry operates | |
| | | LO2 | Be able to plan a new talk and music radio programme | | | | LO2 | Be able to investigate the technologies for multiplatform radio broadcasting | |
| | | LO3 | Be able to produce a new talk and music radio programme | | | | LO3 | Be able to create a plan for an original radio programme to a specific brief | |
| | | LO4 | | | | | LO4 | Be able to produce an original UK radio programme extract | |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | Cambridge Technicals in Digital Media 2016 units | | | | | |
|--|----------------|--------|--|---|----------|---|--------|--|--|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 60 | Games Industry | LO1 | Understand the computer/console game industry and its products | These LOs are no longer stand-alone and have been divided and are now in multiple units/LOs | 24 | Cross media (Internally assessed) | LO1 | Understand the products that are produced within and across media industries | Original LO2 and LO3 would also be covered in the teaching and learning of unit 12 |
| | | LO2 | Understand the importance of reviews for the marketing and promotion of computer/console games | | | | | | |
| | | LO3 | Be able to review a computer/console game | | | | | | |
| | | LO4 | Be able to plan a new computer/console game | | 12 | Game development (Internally assessed) | LO1 | Be able to develop a concept for a new digital game | |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|-------------------|--------|---|---|--|---|--------|--|----------------|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 61 | Animation Studies | LO1 | Understand the animation industry and its products | These LOs are no longer stand-alone and have been divided and are now in multiple units/LOs | 24 | Cross media (Internally assessed) | LO1 | Understand the products that are produced within and across media industries | |
| | | LO2 | Be able to plan a new character for use in an animation | | 10 | Create a digital animation (Internally assessed) | LO1 | Understand the types and uses of animation | |
| | | LO3 | Be able to plan a new animation, to feature the character they have created | | | | LO2 | Be able to plan an animation to a client brief | |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|---|--------|--|--|--|--|--|---|----------------|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 62 | 3D Modelled Environments for Games and Animations | LO1 | Understand 3D modelling techniques | This LO is not in any of the new Technicals units | 11 | 3D digital modelling (Internally assessed) | LO1 | Understand how 3D modelling technologies are used in creating assets for media products | |
| | | LO2 | Be able to produce a design and plan for a 3D modelled environment, for use in a game or animation | | | | LO2 | Be able to plan 3D modelled characters and a 3D environment for a client brief | |
| | | LO3 | Be able to construct an animated 3D modelled environment, for use in a game or animation | | | | LO3 | Be able to create a 3D modelled character and a 3D environment to a client brief | |
| | | LO4 | Be able to explain the process of creating a 3D modelled environment | LO2 | | | Be able to plan 3D modelled characters and a 3D environment for a client brief | | |
| | | | | This LO is no longer stand-alone and has been divided and is now in multiple units/LOs | | | LO3 | Be able to create a 3D modelled character and a 3D environment to a client brief | |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|--|--------|---|--|--|---|--------|---|----------------|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 63 | 3D Character Modelling for Games and Animation | LO1 | Understand 3D character modelling techniques used in media products | These LOs are similar in the new Technicals BUT DO NOT have the same titles | 11 | 3D digital modelling (Internally assessed) | LO1 | Understand how 3D modelling technologies are used in creating assets for media products | |
| | | LO2 | Be able to plan a 3D modelled character for use in a game or animation | | | | LO2 | Be able to plan 3D modelled characters and a 3D environment for a client brief | |
| | | LO3 | Be able to construct an animated 3D modelled character for use in a game or animation | | | | LO3 | Be able to create a 3D modelled character and a 3D environment to a client brief | |
| | | LO4 | Be able to produce a how to guide to illustrate the process of creating a 3D modelled character | This LO is no longer stand-alone and has been divided and is now in multiple units/LOs | | | LO2 | Be able to plan 3D modelled characters and a 3D environment for a client brief | |
| | | | | | | | LO3 | Be able to create a 3D modelled character and a 3D environment to a client brief | |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | | Cambridge Technicals in Digital Media 2016 units | | | | |
|--|------------------|--------|--|---|--|---|--------|--|----------------|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 65 | Games Production | LO1 | Be able to plan a new computer/console game | These LOs are similar in the new Technicals BUT DO NOT have the same titles | 12 | Game development (Internally assessed) | | | |
| | | LO2 | Be able to plan elements for use in the first level of a new computer/console game | | | | LO2 | Be able to plan a level for a new digital game | |
| | | LO3 | Be able to create elements for use in the first level of a new computer/console game | | | | LO3 | Be able to create a level for a new digital game | |
| | | LO4 | Be able to produce a functional first level of a new computer/console game | | | | LO4 | Be able to test a level for a new digital game | |

MAPPING

| Cambridge Technicals in Media 2012 units | | | | Cambridge Technicals in Digital Media 2016 units | | | | | |
|--|----------------------|--------|---|---|----------|---|--------|--|----------------|
| Unit no. | Unit title | LO no. | LO title | THE CHANGE | Unit no. | Unit title | LO no. | LO title | Other comments |
| 66 | Animation Production | LO1 | Be able to plan for a short 2 to 3 minute animation, or section of an animated production | These LOs are similar in the new Technicals BUT DO NOT have the same titles | 10 | Create a digital animation (Internally assessed) | LO2 | Be able to plan an animation to a client brief | |
| | | LO2 | Be able to produce footage for use in the creation of a short 2 to 3 minute animation, or section of an animated production | | | | LO3 | Be able to create a planned animation | |
| | | LO3 | Be able to produce a final short 2 to 3 minute animation, or section of an animated production | | | | | | |



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