

OCR Level 2 Cambridge Technical Extended Certificate in Media (600/6098/0)

Overview

This qualification is designed for students aged 16-19 years old wanting to specialise in the media industry. This qualification is for someone who is looking to work creatively with media products, production processes, distribution and marketing through the analysis of media products, all of which enable students to aspire to meet key industry requirements. Students have the opportunity to take units that are relevant to specific areas within the Media industry such as radio, film, gaming and web design.

Due to the nature of these technologies, the skills that the student will develop through successful completion of these qualifications will enable them to seek employment more widely. This qualification gives students solid foundation skills as well as an awareness and understanding of the core skills required for the roles allowing them to progress easily to higher level qualifications and potential specialisms.

This qualification has been designed so that it can be delivered in one year.

In order to take this qualification students do not need any specific knowledge or skills related to the qualification and/or occupation. However, they should be aged 16 years or over.

What does this qualification cover?

Students will need to achieve the mandatory unit, Introducing media products and audiences. The mandatory unit will enable students to understand media institutions, how they work and the products they produce through engagement with media products, production processes and technologies. This leads to the application of practical and creative skills that transfer easily into the workplace. Students will take up to two further optional units allowing choice to explore audio and visual elements, games production and web design.

This qualification will also enable students to develop other desirable skills. Depending on their choice of optional units this could include critical thinking, communication, leadership, and motivating others.

This qualification was developed in close collaboration with industry and employer-led organisations representing the sector including the sector skills council.

We've designed this qualification so that schools and colleges can work with employers to create assignments for students to demonstrate they can put their skills and knowledge to use. For example, this may be to create something, solve a problem or find ways to improve something that would be typical of what happens in jobs in the media industry. Employers can also get involved in teaching, from explaining the theories behind media principles and how they apply to the work they do to talking about what to think about before applying a sales strategy.

What could this qualification lead to?

This qualification will provide progression to employment through apprenticeships across a range of sectors depending on their creative preferences. Apprenticeships could include those in creative or digital media, arts or publishing and to support roles such as Media sales and administration. Regardless of choice

for the optional units, the student will be able to take the core knowledge they gain and apply it to a range of progression opportunities or job roles.

Alternatively students could progress on to further technical or vocational education in specific areas of Media e.g. radio, film, gaming and web design.

This qualification is part of a larger Substantial Vocational Level 2 suite, consisting of this Extended Certificate (180 GLH) and a Diploma (360 GLH).

The Extended Certificate is a similar size to one GCSE. The qualification will provide students with an introduction to the Media industry and will usually be studied alongside other courses. It will also support students if they want to undertake additional study or professional development.

Students should take the Extended Certificate if they wish to study this qualification alongside other courses. This qualification will allow students to specialise in the Media industry, equipping them with knowledge and skills, entry into employment within the Media industry or further study in a specialist area.