

## Your guide to the changes for 2021

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Following [Ofqual's consultation](#) on arrangements for the assessment of VTQs in 2020/21, we've reviewed units in our Cambridge Nationals and Cambridge Technicals being taken this academic year to provide specific guidance at qualification and unit level on changes to requirements or alternative approaches to support public health guidance.

Our changes are designed to make units to be taken in 2020/21 possible to complete, given the constraints you are all working with, and to make sure that the learning outcomes and assessment criteria can still be met.

We understand that the current disruption continues to change and also varies across regions, so our guidance gives acceptable alternatives you can consider when delivering units in your school /college while following the public health guidance.

Please use the [specification and assignments](#) available on our website, alongside this document, to plan and carry out assessment in 2020-21.

### General notes

Centres may wish to review the size of the product being completed, with an understanding that shorter products showcasing the appropriate skills may be submitted. If the candidate produces a shorter product then they may wish to complete an annotated storyboard or written report to detail their intentions for the full product.

Centres must make sure there is a way to authenticate the candidate's work if they complete it remotely at home. This could include regular checks on progress, the use of remote supervision, questioning to check understanding, or a recording of the candidate completing the task.

## Suggested adaptations

Unit number(s) and title(s)	Learning objectives (LO)	Criteria	Issues identified in the unit(s)	Adaptations / solutions
<b>Unit 3:</b> Digital media industry - products and audiences	<b>LO3</b> Be able to plan and produce the prototype of a digital media product.  <b>LO4</b> Be able to present a prototype of a digital media product to gather and review feedback.	<b>P6</b> Produce a prototype of a digital media product.  <b>P7</b> Present the prototype of a digital media product to a specified audience to gain feedback.	<b>LO3</b> requires access to specialist software.  <b>LO4</b> requires a presentation to others.	<b>P6</b> This unit does not specify the type of digital media product that candidates must produce, so centres could select a product that may be more accessible for remote learning. For example, candidates could create an individual print product remotely from home.  <b>P7</b> Candidates can complete a remote presentation, using platforms such as Zoom or Microsoft Teams. A recording of the presentation should be presented as evidence of recording feedback.
<b>Unit 4</b> Digital media content enhancement  This unit could be combined with Unit 7 and Unit 8.	<b>LO2</b> Be able to apply visual and audio effects to a digital media product for a client brief.  <b>LO3</b> Be able to export visual and audio effects to enhance a digital media product.	<b>P2</b> Apply visual effects to a digital media product.  <b>P3</b> Apply audio effects to a digital media product.  <b>P4</b> Export visual effects that have been applied to a digital media product.  <b>P5</b> Export audio effects that have been applied to a digital media product.  <b>M1</b> Apply interactive effects to a digital media product.  <b>D1</b> Optimise effects applied to a digital media product for use on a range of distribution channels.	<b>LO2</b> and <b>LO3</b> require access to specialist software.	<b>P2 / P3/ P4 / P5 / M1 / D1</b> Candidates can use freely available software to create visual effects (such as Blender) and audio effects (such as WavePad) allowing them to complete this remotely if necessary.  Centres could consider applying fewer effects than their candidates may have done in the past. To achieve the criteria, candidates must apply at least 1 visual, 1 audio and 1 interactive effect.

Unit number(s) and title(s)	Learning objectives (LO)	Criteria	Issues identified in the unit(s)	Adaptations / solutions
<p><b>Unit 5</b> Creating digital media products</p>	<p><b>LO3</b> Be able to produce the digital media product to a client brief.</p> <p><b>LO4</b> Be able to edit the digital media product to a client brief.</p>	<p><b>P4</b> Source a range of assets for an original digital media product.</p> <p><b>P5</b> Apply post-production tools and techniques to your assets and export the final digital media product.</p> <p><b>M3</b> Source and create assets.</p> <p><b>D1</b> Edit sourced and created assets.</p>	<p><b>LO2</b> and <b>LO3</b> require access to specialist software.</p>	<p>This unit does not specify the type of digital media product that candidates must produce, so centres could select a product that may be more accessible for remote learning. For example, candidates could create an individual print product remotely from home.</p> <p><b>P4 / P5 / M3/ D1</b> Freely available software, appropriate for the digital media product selected, can be used to allow candidates to complete this remotely if necessary.</p>
<p><b>Unit 6</b> Moving image industry - products and audiences</p> <p>This unit could be combined with Unit 7.</p>	<p><b>LO3</b> Be able to plan and produce a moving image and/or audio prototype.</p> <p><b>LO4</b> Be able to present a prototype of a moving image and/or audio product to gather and review feedback.</p>	<p><b>P6</b> Produce a prototype of a moving image and/or audio product.</p> <p><b>P7</b> Present the prototype of a moving image and audio product to a specified audience to gain feedback.</p>	<p><b>LO3</b> requires access to specialist equipment and software, and may require group work and the use of performers.</p> <p><b>LO4</b> requires a presentation to others.</p>	<p><b>P6</b> Candidates can use freely available software and apps (such as iMovie, DaVinci Resolve) and resources they have at home (such as phones and tablets) to complete this remotely if necessary.</p> <p>In order to follow public health restrictions, if performers are used this could be completed as part of a class bubble, or with members of a family unit. Candidates could produce a moving image and/or audio prototype without the use of performers.</p> <p><b>P7</b> Candidates can complete a remote presentation, using a platform such as Zoom or Microsoft Teams. A recording of the presentation should be presented as evidence of recording feedback. If the candidate has not produced a prototype, they could present the annotated storyboard to the audience.</p> <p>Centres could consider producing shorter prototypes than their candidates may have done in the past. Candidates must still produce sufficient material to allow them to achieve the criteria. We recommend that candidates produce a prototype of at least 30 seconds.</p>

Unit number(s) and title(s)	Learning objectives (LO)	Criteria	Issues identified in the unit(s)	Adaptations / solutions
<p><b>Unit 7</b> Using special and visual effects for moving image content</p> <p>This unit could be combined with Unit 4, Unit 6 and Unit 8.</p>	<p><b>LO2</b> Be able to apply special and visual effects in moving image and audio productions using specialist software for a client brief.</p> <p><b>LO3</b> Be able to export special and visual effects in moving image and audio production software.</p>	<p><b>P2</b> Apply special and visual effects within non-linear editing environments to footage of an existing moving image and audio product.</p> <p><b>P3</b> Apply audio enhancement within non-linear editing environments to the soundtrack of an existing moving image and audio product.</p> <p><b>P4</b> Export the special and visual effects that have been applied to footage of an existing moving image and audio product.</p> <p><b>P5</b> Export the audio enhancements that have been applied to the soundtrack of an existing moving image and audio product.</p> <p><b>M1</b> Apply different types of visual, special effects and audio enhancements within non-linear editing environments to make a specified change.</p> <p><b>D1</b> Optimise and export the special and visual effects and audio enhancements in an existing moving image and audio product.</p>	<p><b>LO2</b> and <b>LO3</b> require access to specialist software.</p>	<p><b>P2 / P3 / M1</b> Candidates can use freely available software to create visual effects (such as Blender) and audio effects (such as WavePad) to complete this remotely if necessary.</p> <p>Centres could consider using fewer effects than their candidates may have done in the past. To achieve the criteria, candidates must use at least 1 special and 1 visual effect.</p>

Unit number(s) and title(s)	Learning objectives (LO)	Criteria	Issues identified in the unit(s)	Adaptations / solutions
<p><b>Unit 8</b> Creating moving image products</p> <p>This unit can be combined with Unit 4, Unit 6 and Unit 7.</p>	<p><b>LO3</b> Be able to produce a moving image and audio product to meet a client brief.</p> <p><b>LO4</b> Be able to edit a moving image and audio product to meet a client brief.</p>	<p><b>P4</b> Record footage that reflects the purpose of the moving image and audio product.</p> <p><b>P5</b> Produce an offline edit of the moving image and audio product.</p> <p><b>M4</b> Apply visual and special effects to the moving image and audio product and export the moving image and audio product.</p> <p><b>D1</b> Apply sound editing techniques to enhance the moving image and audio product.</p>	<p><b>LO3</b> and <b>LO4</b> may require access to specialist equipment and software.</p> <p><b>LO3</b> Candidates may need to work as part of a group and with others.</p>	<p><b>P4 / P5 / M4 / D1</b> Candidates can use freely available software and apps (such as iMovie, Blender, WavePad) and resources they may have at home (such as phones and tablets) to complete this remotely if necessary.</p> <p>In order to follow public health restrictions if performers are used this could be completed as part of a class bubble, or with members of a family unit. Candidates could produce a moving image product without the use of performers.</p> <p>Centres could consider producing shorter products than their candidates may have done in the past. Candidates must still produce sufficient material to allow them to achieve the criteria. We recommend that products are at least 30 seconds long.</p>
<p><b>Unit 9</b> Pitching advertising concepts</p>	<p><b>LO3</b> Be able to pitch ideas for an original advertising concept and review personal performance.</p>	<p><b>P4</b> Deliver a pitch for an original advertising concept, using appropriate verbal and non-verbal skills.</p> <p><b>D1</b> Adapt your pitch during delivery in response to the audience's reactions.</p>	<p><b>LO3</b> requires candidates to complete a pitch to others.</p>	<p><b>P4 / D1</b> Candidates can complete a remote presentation, using platforms such as Zoom or Microsoft Teams. A recording of the presentation should be presented as evidence of recording feedback.</p> <p>Candidates could also use an online survey (using a platform such as SurveyMonkey or Google Forms) as a means of gathering feedback. A witness statement from other attendees of the presentation can provide evidence of adapting the pitch in response to audience reaction.</p>

## Support

OCR's team of expert Subject Advisors has created videos, webinars, and other resources to guide you through these changes and help you prepare your students for their exams in summer 2021.

These resources can be found on [the qualification page on our website](#).

## Contact us

If you would like to contact us, you can do so at:

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