

Your guide to the changes for 2021

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.

Suggested adaptations

Unit number(s) and title(s)	Learning objectives (LO)	Criteria	Issues identified in the unit(s)	Adaptations / solutions
<p>Unit 3: Create a media product</p> <p>This is a mandatory unit.</p> <p>This unit can be combined with Unit 4; Unit 5; Unit 10; Unit 14; Unit 15; Unit 20 and Unit 21</p>	<p>LO3 Be able to create production materials for an original media product to a client brief</p> <p>LO4 Be able to carry out postproduction techniques and processes for an original media product to a client brief</p>	<p>P4: Create production materials to be used in the original media product</p> <p>M3: Create production material that follows the codes and conventions of the chosen genre for the media product</p> <p>P5: Carry out post-production techniques and processes to produce a final original media product in line to the client brief.</p> <p>M4: Demonstrate how the exported media product meets the client brief</p>	<p>LO3 and LO4 require production and editing of a media product. This will involve access to specialist equipment and programmes, and may require interaction with others (group members, performers).</p>	<p>P4 / P5 / M3 / M4 Candidates can use freely available software and apps (such as iMovie, DaVinci Resolve, GIMP) and resources they have at home (such as phones and tablets) to complete this remotely if necessary.</p> <p>Candidates could produce an individual print production remotely at home if necessary.</p> <p>Centres could consider producing less material than their candidates may have done in the past. If this unit is being combined with another unit, centres should note any minimum lengths given for that unit.</p> <p>In order to follow public health restrictions candidates could complete this as part of a class bubble, or with members of a family unit. Candidates could produce an individual production that does not use performers or models.</p>
<p>Unit 4 Interactive media product</p> <p>Can be combined with Unit 3 and Unit 21</p>	<p>LO3 Be able to create a planned interactive media product</p> <p>LO4 Be able to test the new interactive media product</p>	<p>P4: Create the planned interactive product</p> <p>P5: Conduct testing on the finished interactive media product</p> <p>M3: Create a graphical user interface combining media elements with user interactivity</p> <p>D2: Demonstrate optimisation techniques across the interactive media product</p>	<p>LO3 and LO4 may require access to specialist software depending on the assignment brief set by centres.</p>	<p>P4 / P5 / M3 / D2 Candidates could complete work remotely using freely available platforms such as Wix.com or Weebly.</p> <p>P4 Centres could consider producing less material 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 at least 2 pages for a website or 2 forms of interactivity.</p>

Unit number(s) and title(s)	Learning objectives (LO)	Criteria	Issues identified in the unit(s)	Adaptations / solutions
<p>Unit 5 TV and short film production</p> <p>Can be combined with Unit 3 and Unit 21</p>	<p>LO2 Be able to record production materials for an extract for an original TV programme or short film</p> <p>LO3 Be able to edit materials in post- production to create an extract for an original TV programme or short film</p> <p>LO4 Be able to present the extract to gather and evaluate audience feedback</p>	<p>P2: Setup equipment and record production materials for use in an original TV programme or short film</p> <p>P3: Create the extract for an original TV programme or short film by applying post-production and editing techniques</p> <p>P4: Present the exported extract to an audience, obtaining feedback</p> <p>M2: Apply video effects and titles and graphics to the materials</p> <p>D2: Demonstrate control of the audio tracks in the editing of the materials</p>	<p>LO2 and LO3 require access to specialist equipment and programmes and are likely to involve group work and interaction with performers.</p> <p>LO4 requires candidates to conduct a focus group.</p>	<p>P2 / P3 / M2 / D2 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. Photographs of the candidate using equipment can be provided as evidence.</p> <p>P4 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 obtaining feedback.</p> <p>If using performers or working in groups, candidates could complete this as part of a class bubble or with members of their family unit in order to follow public health restrictions. Candidates could produce an individual product that does not use performers.</p> <p>Centres could consider producing less material 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 at least 30 seconds of material. This might be an opening title sequence.</p>

Unit number(s) and title(s)	Learning objectives (LO)	Criteria	Issues identified in the unit(s)	Adaptations / solutions
<p>Unit 8 Photography for digital media products</p> <p>Can be combined with Unit 13 and Unit 21</p>	<p>LO3 Be able to take photographic images for a client brief</p> <p>LO4 Be able to select and edit photographic images for a client brief</p>	<p>P3: Manipulate camera settings to control exposure and focus</p> <p>P4: Organise the photographic images and apply image processing techniques to meet the client brief</p> <p>M3: Apply different compositional techniques to the photographs taken</p> <p>M4: Classify the photographic images by embedding metadata</p> <p>D1: Evaluate the techniques used to control photographic image sharpness</p> <p>D2: Apply editing techniques to enhance the visual impact of the photographic images</p>	<p>LO3 and LO4 may require access to specialist equipment and software.</p>	<p>P3 / P4 / M3 / M4 / D1 Candidates can use freely available software and apps (such as GIMP) and resources they have at home (such as phones and tablets) to complete this remotely if necessary.</p> <p>Photographs of the candidate using equipment can be provided as evidence.</p> <p>Centres could consider producing less material than their candidates may have done in the past. To achieve the criteria, candidates must produce at least five photographic images.</p>
<p>Unit 10 Create a digital animation</p> <p>Can be combined with Unit 3 and Unit 21</p>	<p>LO3 Be able to create a planned animation</p>	<p>P5: Create the content for the animation</p> <p>P6: Complete and edit the animation content in line with the plan</p> <p>M3: Optimise the content for use in the final animation</p>	<p>LO3 requires access to specialist software.</p>	<p>P5 / P6 / M3 Candidates may be able to use freely available software, apps and equipment they have at home for the type of animation they select to complete this unit. For digital animation candidates could use freely available editing software (such as iMovie, DaVinci Resolve) and animation software (such as Blender).</p> <p>Centres could consider producing less material 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 at least 20 seconds of animation.</p>

Unit number(s) and title(s)	Learning objectives (LO)	Criteria	Issues identified in the unit(s)	Adaptations / solutions
Unit 11 3D digital modelling Can be combined with Unit 21	LO3 Be able to create a 3D modelled character and a 3D environment to a client brief	P5: Create the planned 3D character P6: Create the planned 3D environment M2: Combine the character model within the 3D environment D1: Justify the formats used for an export across multiple media products	LO3 requires access to specialist software.	P5 / P6 / M3 / D1 Candidates may be able to use freely available software (such as Blender) and equipment (such as phones and tablets) they may have at home to complete this unit.
Unit 12 Game development Can be combined with Unit 21	LO3 Be able to create a level for a new digital game LO4 Be able to test a level for a new digital game	P4: Create components for the digital game level P5: Create environment structure for the digital game level P6: Develop the game level environment using the created components P7: Test the digital game play in line with the intended plan M2: Combine game components with effects to enhance game play	LO3 and LO4 require access to specialist software.	P4 / P5 / P6 / P7 / M2 Freely available software (such as Construct 3) is available which would allow candidates to complete this unit remotely if they have access at home to appropriate IT.
Unit 13 Graphic design for digital media products Can be combined with Unit 8 and Unit 21	LO3 Be able to create the planned conceptual graphic items	P4: Create the planned graphic design items	LO3 may require access to specialist equipment and software.	P4 Candidates can use freely available software and apps (such as GIMP) and resources they may have at home (such as cameras, phones and tablets) to complete this remotely if necessary. Centres could consider producing less material than their candidates may have done in the past. To achieve the criteria, candidates must produce at least two different graphic design items.

Unit number(s) and title(s)	Learning objectives (LO)	Criteria	Issues identified in the unit(s)	Adaptations / solutions
<p>Unit 14 Radio production</p> <p>Can be combined with Unit 3 and Unit 21</p>	<p>LO4 Be able to produce an original UK radio programme extract</p>	<p>P5: Record an extract of the planned radio programme</p>	<p>LO4 requires access to specialist software.</p>	<p>P5 Candidates may be able to use freely available software (such as Spreaker) and equipment they have at home to complete this.</p> <p>If using performers or working in groups, candidates could complete this as part of a class bubble or with members of their family unit in order to follow public health restrictions. Candidates could produce an individual product that does not use performers.</p> <p>Centres could consider producing less material 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 an extract of at least 1 minute. The extract must include a piece to microphone.</p>
<p>Unit 15 Create audio-visual promos</p> <p>Can be combined with Unit 3; Unit 16; Unit 20 and Unit 21</p>	<p>LO3 Be able to produce production materials for an original audio-visual promo idea</p> <p>LO4 Be able to finalise production materials for an original audio-visual promo idea</p>	<p>P4: Create the production materials in line with the plan</p> <p>P5: Produce an offline edit of the promo</p> <p>P6: Carry out post-production processes to edit the audio-visual material to produce the final product</p>	<p>LO3 and LO4 require students to film and edit an audio-visual sequence which will require access to specialist equipment and software and is likely to involve group work and interaction with performers.</p>	<p>P4 / P5 / P6 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>If using performers or working in groups, candidates could complete this as part of a class bubble or with members of their family unit in order to follow public health restrictions. Candidates could produce an individual audio-visual promo that does not use performers.</p> <p>Centres could consider producing less material 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 an audio-visual promo 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>Unit 16 The creation and use of sound in media</p> <p>Can be combined with Unit 3; Unit 15; Unit 20 and Unit 21.</p>	<p>LO4 Be able to record, edit and review sound elements</p>	<p>P5: Record the different sound elements</p> <p>P6: Carry out post-production edits to the sound elements</p> <p>M2: Present the sound elements to an audience to gain feedback</p>	<p>LO4 requires the production and editing of an audio sequence. This will require access to specialist equipment and software and may involve work with others (e.g. performers). LO4 also requires candidates to present their sound elements to an audience.</p>	<p>P5 / P6 Candidates may be able to use freely available software (such as WavePad or Audacity) and equipment they may have at home (such as phones or other audio recording equipment) to complete this remotely.</p> <p>M2 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 obtaining feedback.</p> <p>If using performers or working in groups, candidates could complete this as part of a class bubble or with members of their family unit in order to follow public health restrictions. Candidates could produce individual sound elements without the use of performers.</p> <p>Centres could consider producing less material 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 at least 30 seconds of sound, including at least 3 different types of sound element.</p>
<p>Unit 17 Visual and special effects</p> <p>Can be combined with Unit 3; Unit 18, and Unit 21</p>	<p>LO3 Be able to produce and review planned audio-visual content</p> <p>LO4 Be able to edit, export and review the production</p>	<p>P5: Source special effects footage in line with production plan</p> <p>P6: Review and edit sourced footage</p> <p>P7: Apply planned visual effects to sourced footage</p> <p>P8: Produce and edit footage in line with the production plan applying any final effects</p> <p>M2: Export the final footage into the planned or final format</p>	<p>LO3 and LO4 require access to specialist equipment and software and may involve group work.</p>	<p>P5 / P6 / P7/ P8/ M2 Candidates can use freely available software and apps (such as iMovie, DaVinci Resolve, Blender) and resources they may have at home (such as phones and tablets) to complete this remotely if necessary.</p> <p>If using performers or working in groups, candidates could complete this as part of a class bubble or with members of their family unit in order to follow public health restrictions. Candidates could produce an individual product without using performers if necessary.</p>

Unit number(s) and title(s)	Learning objectives (LO)	Criteria	Issues identified in the unit(s)	Adaptations / solutions
<p>Unit 18 Cinematography</p> <p>Can be combined with Unit 3; Unit 17, and Unit 21</p>	<p>LO4 Be able to record cinematic quality footage</p> <p>LO5 Be able to edit the recorded footage in post-production to create a cinematic quality product</p>	<p>P5: Apply cinematic lighting techniques for the scenes and locations</p> <p>P6: Manipulate the camera settings to record cinematic quality footage</p> <p>P7: Apply post-production and editing techniques</p>	<p>LO4 and LO5 require access to specialist equipment and software and are likely to involve working with others (e.g. performers).</p>	<p>P5 / P6 / P7 Candidates can use freely available software and apps (such as iMovie, DaVinci Resolve) and resources they may have at home (such as phones and tablets) to complete this remotely if necessary.</p> <p>If using performers or working in groups, candidates could complete this as part of a class bubble or with members of their family unit in order to follow public health restrictions. Candidates could produce an individual product without using performers if necessary.</p> <p>Centres could consider producing less material 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 at least 1 minute of footage.</p>
<p>Unit 20 Advertising media</p> <p>Can be combined with Unit 3; Unit 8, Unit 15, Unit 16, and Unit 21</p>	<p>LO3 Be able to produce the planned media components</p>	<p>P4: Create the media components to be used in the planned campaign</p>	<p>LO3 requires the production of media components. Depending on the type of media being produced this may require access to specialist software, equipment, and working with performers/team members.</p>	<p>P4 Candidates are not required to produce all the components planned for their cross media advertising campaign, so centres could use approaches to the unit which are more accessible given current restrictions (e.g. producing print and web-based adverts rather than filmed adverts).</p> <p>Candidates can use freely available software and apps (such as iMovie, GIMP) to complete this remotely if necessary</p> <p>If using performers or working in groups, candidates could complete this as part of a class bubble or with members of their family unit in order to follow public health restrictions. Candidates could produce the media components without using performers if necessary.</p>

Unit number(s) and title(s)	Learning objectives (LO)	Criteria	Issues identified in the unit(s)	Adaptations / solutions
Unit 21 Plan and deliver a pitch for a media product Can be combined with all units	LO3 Be able to pitch ideas on a proposed media product and respond to questions	P4: Pitch ideas to a client M3: Show an understanding of feedback and be able to respond to questions D1: Discuss the client considerations for the creation of the product from the pitch	LO3 requires students to deliver a face-to-face pitch which is evidenced through a video recording.	P4 / M3 / D1 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 obtaining and responding to feedback.

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:

✉ vocational.qualifications@ocr.org.uk

🐦 [@OCR_Vocational](https://twitter.com/OCR_Vocational)

☎ 01223 553998