SPECIMEN

GENERAL CERTIFICATE OF SECONDARY EDUCATION
INFORMATION AND COMMUNICATION TECHNOLOGY

B064CA

Unit B064: Creative use of ICT

Specimen Controlled Assessment Material

INSTRUCTIONS TO TEACHERS

- Please refer to Section 4 of the Information and Communication Technology specification for instructions on completing controlled assessment tasks.
- Candidates should have access to the marking criteria for this unit whilst completing the task.
- Each task can be contextualised appropriately to suit facilities available in your centre.
- Quality of written communication will be assessed in the evaluation section.
- The total number of marks for this unit is **60**.
- This document consists of **4** pages.

Candidates select one task to complete.

Candidates should be able to complete the task by creating and developing a multimedia solution with appropriate elements such as:

- sound clips

- a video

- animation

- graphics.

Solutions may include but are not limited to:

- a multimedia presentation

- a set of multimedia webpages

- a computer game.

Specimen Task 1

The manager of a swimming pool has conducted a survey of its customers and has come to the conclusion that the pool is not attracting enough teenage customers. Your task is to produce multimedia advertising materials for the manager of the swimming pool to use to attract new customers. The material should be suitable for a teenage audience.

You will need to:

- work with others to carry out an investigation to assess the value of advertising materials which you feel appeal to a teenage audience – they do not necessarily have to do with swimming pools

- clearly record and display your findings

- recommend a multimedia solution which will best advertise this swimming pool to teenagers

- produce a list of success criteria you feel your solution will need to meet for your target audience and purpose

- produce a plan with recommended timescales for your solution

- produce designs of your solution including the elements which will make up your solution

- describe how the solution will be tested

- produce a solution

  o create navigational aids to move from element to element

  o combine these elements appropriately

- show how you have followed your original plan

- test your solution, using a variety of tests and test data

- document actions taken following feedback from testing

- evaluate your own and others' work.

Specimen Task 2

A local authority would like to commission the development of a computer game for teenagers in order to promote one of the following community issues:

- healthy eating

    or

- recycling.

You will need to:

- work with others to carry out an investigation to assess the value of computer games which you feel appeal to a teenage audience

- clearly record and display your findings

- recommend a computer game solution which will best promote your chosen issue

- produce a list of success criteria you feel your computer game will need to meet for your target audience and purpose

- produce a plan with recommended timescales for producing your game

- produce designs of your game

- describe how the solution will be tested and user input

- produce a game

- create levels to move from element to element

- show how you have followed your original plan

- test your game on others, using a variety of tests and test data

- document actions taken following feedback from testing

- evaluate your own and others' work.

OXFORD CAMBRIDGE AND RSA EXAMINATIONS

General Certificate of Secondary Education

INFORMATION AND COMMUNICATION TECHNOLOGY

Unit B064: Creative use of ICT

Specimen Controlled Assessment Mark Scheme

The maximum mark for this unit is **60**.

OCR is an exempt Charity

Unit B064: Creative Use of ICT Marking Criteria

Analysis AO2 – 4 AO3 – 6	• Basic information about existing solutions will have been identified • A solution will be identified • A plan or simple design specification with information requirements identified • Some hardware or software requirements will be specified • Some user requirements will be identified **0-3 marks**	• Existing solutions will have been identified and analysed • A solution will be recommended with limited justification/reasons • There will be planning and a design specification explaining how the proposed solution matches the requirements of the problem • Hardware and software requirements will be specified • Most user requirements will be identified • There will be some mention of success criteria **4-7 marks**	• Existing solutions will have been identified, analysed and assessed • A solution will be recommended with justification for the recommendation • The design specification will include user requirements with a detailed plan of the proposed solution • User requirements will be identified • The design specification will include detailed measurable success criteria, appropriate for target audience and purpose **8-10 marks**

Design AO1 – 4 AO2 – 8	• A few comments on the proposed overall solution • There will be evidence of design for some of the elements • There will be some comments on how the solution will be tested **0-4 marks**	• A description of how the proposed solution solves the problem • Evidence of design, eg screen layouts; navigation paths/navigation methods/user interaction • There will be a description of how the solution will be tested to be fit for purpose **5-8 marks**	• There will be an explanation of how the proposed solution solves the problem • There will be detailed designs for a range of elements as well as screen layouts, navigation paths and methods/ user interaction • There will be a clear test plan explaining how the solution will be tested against the success criteria **9-12 marks**

Development of elements AO1 – 2 AO2 – 5	• Some evidence of development for one or more elements for the proposed solution • Basic software features will have been used **0-2 marks**	• Evidence to show development for a range of elements for the proposed solution, of which most are fit for purpose including screen layouts • Software features will have been used effectively to produce elements for the solution **3-5 marks**	• Evidence to show development for a range of elements that are fit for purpose, which contribute to a working solution to the stated problem, including screen layouts • A wide range of software features will have been used efficiently to produce all the elements for a solution **6-7 marks**

Development of overall solution AO1 – 2 AO2 – 9	• Some evidence of development of navigation paths/user interaction elements matching the design • A basic, partially functional overall solution • Basic software features will have been used to create the overall solution **0-3 marks**	• Evidence to show the development of a range of navigation paths and navigation methods/user interaction elements • A partially functional overall solution where most of the paths/elements work • They will have commented on how successful, or otherwise, they were in following their plan • A range of software features will have been used, some effectively, to produce the overall solution **4-7 marks**	• There will be evidence of development of a fully functional multi-faceted solution • The solution will include a range of elements and effective navigation paths and navigation methods/user interaction elements • They will describe the success or otherwise in following the plan and any modifications to that plan during the development phase • A wide range of software features will have been used effectively to produce an efficient solution to the problem **8-11 marks**

Testing **AO2 – 10**	• Some evidence of testing in the form of output from the system but with no real structure • Limited evidence of testing by others • Test evidence restricted to a single situation **0-3 marks**	• There is evidence of testing covering aspects of the design specification • There is some evidence of testing by others • Test evidence will cover other potential situations (eg different screen resolutions, web browsers, hardware, media players etc) **4-7 marks**	• The testing covers as many different paths through the system as is feasible, including normal, abnormal and extreme cases • The testing covers all aspects of the design • There is clear evidence of testing by others • Test evidence covers a realistic range of alternative situations **8-10 marks**

Evaluation **AO3 – 10**	Makes general comments about the task which includes: • some description of what the system can do • a limited if any reference to test evidence • a commentary on others' and their own input into group work • an evaluation which may be simplistic with little or no relevance • little or no use of specialist terms • errors of grammar, punctuation and spelling which may be intrusive	Produces an evaluation which: • identifies at least one strength and one weakness in the work • identifies areas to improve but recommendations may be weak • includes a description of the limitations of the system supported by test evidence • includes a description which will be related back to the design specification • includes some evidence to show that the system has been modified to deal with limitations • includes comments on their own and others' contribution to any group work and whether it was useful • for the most part includes information that will be relevant and presented in a structured and coherent format • uses specialist terms appropriately and for the most part correctly • may contain occasional errors in grammar, punctuation and spelling	Produces a high quality evaluation which: • identifies strengths and weaknesses in the work • identifies areas to improve and recommends appropriate changes that could be made • includes evidence to show how the limitations have been, or could be, dealt with following the testing stage • provides an evaluation on theirs and others' contribution to any group activities • is relevant, clear, organised and presented in a structured and coherent format • contains specialist terms that will be used correctly and appropriately • contains few, if any, errors in grammar, punctuation and spelling
	0-3 marks	**4-7 marks**	**8-10 marks**