



Accredited

MEDIA

Level 2 and Level 3



WHAT ARE CAMBRIDGE TECHNICALS?

Cambridge Technicals are vocational qualifications at Level 2 and Level 3 that have been developed on the Qualifications and Credit Framework (QCF).

This new generation of vocational qualifications, has been developed and redefined to be aimed specifically at students aged 16+ and to be more relevant to further education.

WHY CAMBRIDGE?

Cambridge Technicals have been developed by building on our link with the University of Cambridge and the Cambridge Approach to assessment and its reputation for offering creative and inspiring vocational qualifications. We've done this by ensuring that Cambridge Technicals have a clear, practical and sensible approach to assessment. We've worked in partnership with practising tutors/teachers, as well as industry specialists and leading employers in the development of these qualifications and the support materials, to offer your students an exciting, inspiring and challenging qualification created to develop transferable skills that are essential in the workplace or for further study.

cambridgetechnical.org.uk

Cambridge Technicals and Cambridge Nationals – how they differ

Cambridge Technicals are targeted at students aged 16+ in either a school or FE environment. They allow for greater flexibility with the choice of units that make up the qualification and are wholly internally assessed. In addition, the Level 3 qualifications have UCAS points, supporting progression to HE.

Cambridge Nationals in Media are targeted at 14-16 year olds in a school environment. They're available as an Award, Certificate and Diploma, with the Certificate being the same size as a GCSE. They use both internal and external assessment and are recognised by the recently published DfE Performance Tables for 2014.

CAMBRIDGE TECHNICALS – MEDIA

- Level 2 Cambridge Technical Certificate in Media
- Level 2 Cambridge Technical Extended Certificate in Media
- Level 2 Cambridge Technical Diploma in Media
- Level 3 Cambridge Technical Certificate in Media
- Level 3 Cambridge Technical Introductory Diploma in Media
- Level 3 Cambridge Technical Subsidiary Diploma in Media
- Level 3 Cambridge Technical Diploma in Media
- Level 3 Cambridge Technical Extended Diploma in Media

MEDIA

The creative industries are an important growth area in the UK, bringing significant cultural and economic benefits. The Level 3 Cambridge Technicals in Media offers a wide range of units to reflect the range of opportunities available within the Media sector. It is an ideal foundation for students, providing them with understanding of Media 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.

Cambridge Technicals – at a glance

Freedom and excitement

You can enjoy the freedom and excitement of teaching the new Cambridge Technicals that have been developed to help you inspire your students.

FREE visiting moderation

Two FREE moderation visits a year, providing you with supportive feedback, advice and guidance.

Qualification credibility

Our Cambridge Technicals have UCAS points ensuring they will be valuable and recognised for your students to be able to progress into Higher Education.

No external assessment

We don't have external assessment in Cambridge Technicals, providing you with the freedom to choose when to assess your students depending on their learning styles and ability.

FREE support materials and training

We have FREE, high-quality support materials for all our Cambridge Technicals, which are available for you to download from **[cambridgetechnical.org.uk](https://www.cambridgetechnical.org.uk)**. We've a diverse range of training to help you get started, prepare to teach and share best practice with other tutors/teachers of Cambridge Technicals.

Influence future development

Let us know that you'll be teaching Cambridge Technicals from September 2012 and you can influence the future development of optional units and support resources. Go to **cambridgetechnical.org.uk** to sign up now!

Assessment and moderation

Cambridge Technicals can be claimed or assessed when the student is ready, so you're not restricted to set dates and times.

Our team of Visiting Moderators will be able to offer you support, advice and guidance throughout, and will moderate a selection of assessments.

Work experience

Work experience can be customised to the learning style of your students and the availability of placements.

Minimal mandatory units

Cambridge Technicals have minimal mandatory units, providing you and your students with the ability to consider specialist pathways and choose the units they want to study.

Wide range of qualifications

Within the suite of Cambridge Technicals, there is a wide range of different qualification sizes to fit all learning programmes, including a new 360 guided learning hours (glh) Introductory Diploma.

Natural progression of grading criteria within units

There is a natural progression through the grading criteria from Pass through to Merit and Distinction, reflecting current sector practice.

Funding is available

Funding is available for Cambridge Technicals.

Specialist pathways

Media provides the option of specialist pathways at Level 3, where recognition of a student's specialism can be printed on their final certificate to support progression within their chosen career.

Simple and sensible certification

We've introduced a Distinction* grade for the full qualification. The grades offered are Pass, Merit, Distinction and Distinction* at both Level 2 and Level 3.

OCR has a proven track record in providing an exemplary service to support our qualifications

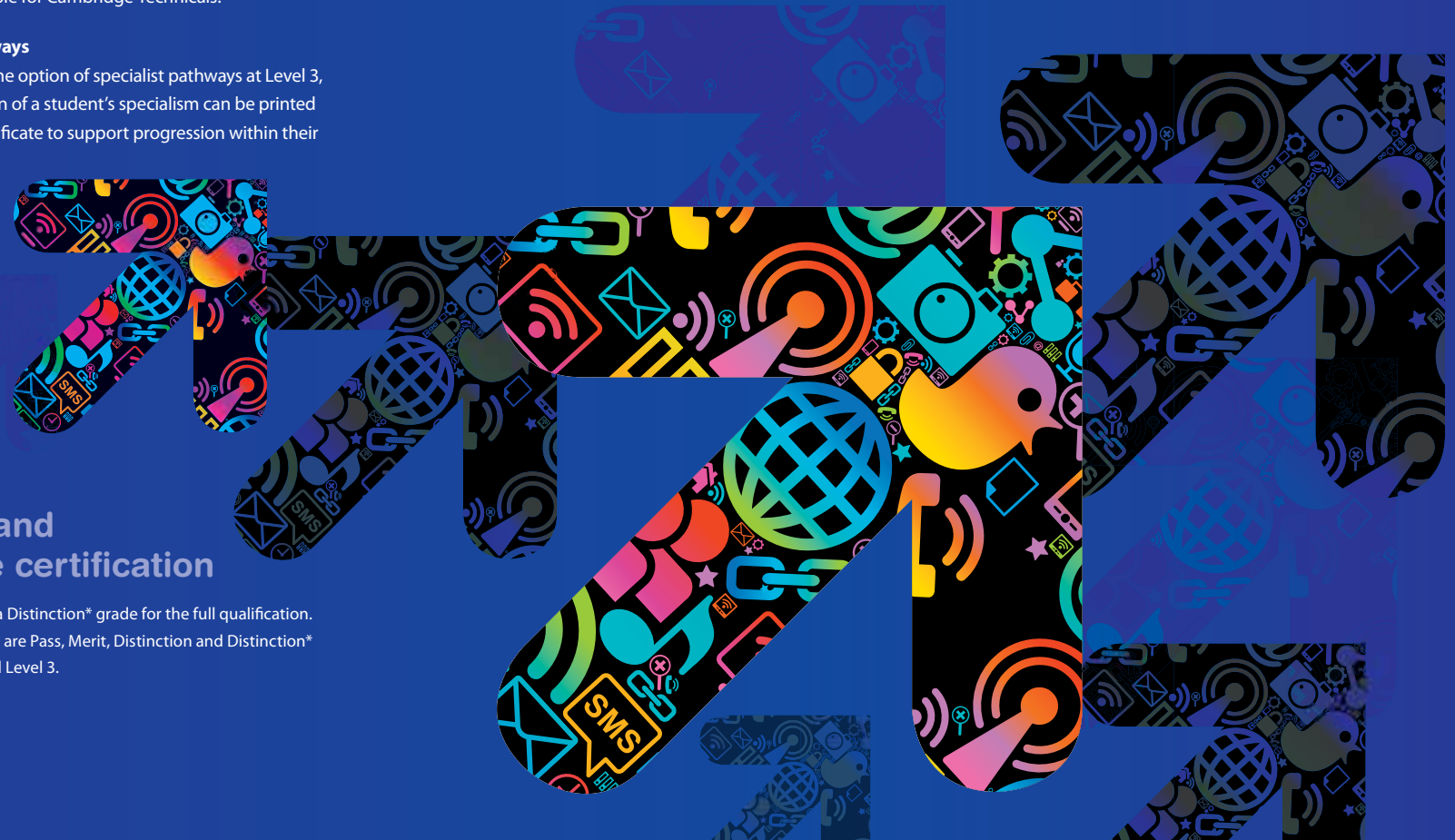
We've built specifications **with you in mind**, using a clear and easy-to-understand format, making them straightforward to deliver.

Our **clear and sensible assessment** approach means that requirements are clearly presented and sensibly structured for you and your students.

Pathways for choice – we have the broadest range of vocational qualifications, and the new Cambridge Technicals provide an ideal foundation for students to progress to more advanced studies and to the workplace.

Working in partnership to support you – together with teachers, we've developed a range of practical help and support to save you time. We provide everything you need to teach our specifications with confidence and ensure that your students get as much as possible from our qualifications.

Cambridge Technicals are supported with new, exciting products and continuing professional development opportunities.



Level 2 Cambridge Technicals in Media

Introducing media products and audiences

This unit aims to allow students to understand media institutions, how they work and the products they produce. They'll look at production processes, target audiences, distribution and marketing through the analysis of media products.

Audio-visual media skills

By completing this unit, students will gain and demonstrate practical audio-visual media skills by producing sample materials for audio-visual media products.

Audio media skills

Producing sample materials for audio media products in this unit, students will achieve and demonstrate practical audio media skills.

Print media skills

This unit enables students to understand and then show practical skills in developing and producing print media products.

Planning and producing a media product

Students will generate ideas for their own original media product while taking this unit. They'll then use one of their ideas to plan and produce a final original media product, gaining both pre-production and production skills.

Print-based advertising media

The aim of this unit is to give students an understanding of advertising campaigns, and the use of print-based advertisements within a campaign. They'll understand how to plan a campaign for a product, and how to produce print-based advertisements for use within that. They'll also present ideas for advertisements for feedback, before producing a final one.

Audio-visual advertising media

The key focus of this unit is that students achieve an understanding of advertising campaigns, and the use of audio-visual advertisements within them. They'll understand how to plan a campaign for a product, and how to produce audio-visual advertisements for use within that. They'll also present ideas for audio-visual advertisements for feedback, before producing a final one.

Audio advertising media

Looking at advertising campaigns and the use of audio advertisements within them, this unit enables students to understand how to plan a campaign for a product, and how to produce audio advertisements for use within it. They'll also present ideas for audio advertisements for feedback, before producing a final one.

Print media production

Students will gain a deeper understanding of print media organisations and their products through this unit. They'll plan a new print media product, and produce materials for it.

Photography for media products

Professional photographs are important for media products. In this unit, students will understand how to plan to take photographs for a specific media product, including how to take and edit a range of photographs. They'll also learn how to review the final photographs produced.

Graphic design for media products

A range of graphic design products is covered in this unit. Students will learn how to generate ideas for two promotional items for a planned original media product, in response to a client brief. They'll gain practical skills by planning and producing these items and will also understand how to review them.

Comics and graphic novels

Students will explore the graphic novel and comic world, and graphic novel and comic products through this unit. They'll discover how to create one character for a new graphic novel or comic and plan for, and produce, a 15-panel graphic novel or comic that includes their character. They'll also look at how to review the new graphic novel or comic.

Web authoring and design

This unit looks at how different commercial websites work. Students will plan for the development of websites, and use web authoring and design skills to create a new website. They'll also understand how to test, and review the newly created website.

Film and TV media products

The aim of this unit is to give students an understanding of existing film and TV media products. Students will plan for the production of a two-minute segment for an original film or TV media product. They'll gain practical skills by producing and editing their own footage.

Visual effects for media products

Students will consider visual effects techniques, and their application, in digital post-production in this unit. They'll produce pre-production material for a sequence, containing a minimum of two different visual effects, and then produce the footage to contain the planned visual effects, and edit the final sequence.

Sound for media products

By completing this unit, students will understand sound elements used in media products, and how they're produced. They'll write and script for a media product that includes sound elements, and plan for their production. They'll gain practical skills by recording and editing the planned sound elements.

Talk and music radio production

Talk and/or music radio programmes are studied in depth in this unit. Students plan a new three-minute talk and/or music radio programme for a specific radio station. They'll gain some practical skills by recording, and editing a new three-minute talk and/or music radio programme.

2D games development

By completing this unit, students will understand the principles and practice of small-scale game development. They'll also gain some practical skills by designing a character, planning the first level of a new computer game and producing sample elements.

2D games production

This unit focuses on games programming practice and the principles and practice of game prototyping and small-scale development. Students will also gain some practical skills by planning and producing the first level of a new computer game, including the creation of pre-production elements.

Animation production

Planning for and producing a short one to two minute animation, or section of an animated production are key to this unit.



OCR Level 2 Cambridge Technicals in Media

Unit	Certificate 15 credits GLH 90	Extended Certificate 30 credits GLH 180	Diploma 60 credits GLH 360
Mandatory unit			
Introducing media products and audiences Enabling students to understand media institutions, how they work and the products they produce.	10	10	10
Non-specialist units			
Audio-visual media skills By producing sample materials for audio-visual media products, students will gain and demonstrate practical skills.	5	5	5
Audio media skills Students will achieve and show their practical audio media skills by producing sample materials.	5	5	5
Print media skills Gaining/showing practical skills in developing and producing print media products is the focus here.	5	5	5
Planning and producing a media product Students will generate ideas for their own original media product.	10	10	10
Print-based advertising media Enabling students to gain an understanding of advertising campaigns, and produce a print-based advertisement.	10	10	10
Audio-visual advertising media How to plan an advertising campaign – including producing an audio-visual advertisement in a campaign.	10	10	10
Audio advertising media Students will gain an understanding of advertising campaigns, and produce an audio advertisement.	10	10	10
Print media production Enabling students to understand print media organisations and their products, including planning a new product.	10	10	10
Photography for media products This unit is designed to help students understand professional photographs used in media products.	10	10	10
Graphic design for media products Students will understand a range of graphic design products and gain some practical skills.	10	10	10
Comics and graphic novels Looking at the graphic novel and comic world with associated products, and creating a character.	10	10	10
Web authoring and design Students will understand how different commercial websites work and will create a new website.	10	10	10
Film and TV media products Learning about existing film and TV media products, and planning to produce a two-minute segment.	10	10	10
Visual effects for media products Understanding visual effects techniques and their application in digital post-production and producing pre-production material.	10	10	10
Sound for media products Looking at sound elements used in media products, and how they're produced.	10	10	10
Talk and music radio production Learning about talk and/or music radio programmes, including planning a three-minute one.	10	10	10
2D games development An opportunity to understand principles and practice of small-scale game development and gain practical skills.	10	10	10
2D games production Understanding games programming, plus game prototyping and small-scale development, and gaining practical skills.	10	10	10
Animation production Students will plan for and produce a short animation or section of an animated production.	10	10	10
Minimum optional credits	5	20	50
Total minimum credits required	15	30	60
Notes	Mandatory units are shaded.		

OCR Level 3 Cambridge Technicals in Media

Unit	Certificate 30 credits GLH 180	Introductory Diploma 60 credits GLH 360	Subsidiary Diploma 90 credits GLH 540	Diploma 120 credits GLH 720	Extended Diploma 180 credits GLH 1080
Mandatory unit					
Analysing media products and audiences Enabling students to understand media institutions, how they work and the products they produce.	10	10	10	10	10
Non-specialist units					
Media adaptations Learning about adaptations of media products and developing one idea from proposal to pitch.	10	10	10	10	10
Scriptwriting for media products Understanding scripts, and the part they play in a range of media products.	10	10	10	10	10
Set design for media productions Learning about set design techniques and their use in film, animation and TV production.	10	10	10	10	10
Planning and pitching a print-based media product Through this unit students will consider print-based media products and the importance of research and planning to produce them.	10	10	10	10	10
Producing a print-based media product Producing pre-production materials, and carrying out relevant recces and risk assessments.	10	10	10	10	10
Print-based advertising media How to plan an advertising campaign and produce print-based advertisements for a product.	10	10	10	10	10
Planning and pitching an audio-visual media product The aim of this unit is that students will understand audio-visual media products and the importance of research and planning to produce them.	10	10	10	10	10
Producing an audio-visual media product By completing this unit, students will understand audio media products and the importance of research and planning to produce them.	10	10	10	10	10
Audio-visual advertising media Understanding advertising campaigns and how audio-visual advertising media is used within them.	10	10	10	10	10
Planning and pitching an audio media product Audio media products and the importance of research and planning to the production them.	10	10	10	10	10
Producing an audio media product By completing this unit, students will understand audio media products and the importance of research and planning to produce them.	10	10	10	10	10
Audio advertising media How to plan an advertising campaign and produce audio advertisements for a product.	10	10	10	10	10
Production roles in media organisations Understanding production job roles in the media sector and their contribution to the production process.	10	10	10	10	10
Planning for media exhibitions or events Understanding the purpose of professional exhibitions/events and how they operate, including gaining practical skills.	10	10	10	10	10
Preparing for a career in the media industry Promoting an understanding of careers, employment and higher education opportunities in a selected media sector.	10	10	10	10	10
Print and e-publishing specialist pathway					
UK media publishing Looking at the organisation of the UK media publishing industry, and UK media publishing products.	10	10	10	10	10
Photography for media products This unit covers the use of professional photographs in media products, including editing photos.	10	10	10	10	10
Graphic design for media products Graphic design products, and how to generate ideas for/plan the production of promotional items.	10	10	10	10	10
Comics and graphic novels Students will understand the comic and graphic novel world and develop a character.	10	10	10	10	10
Web authoring and design Students will consider diverse commercial websites and plan the development of a multi-page website.	10	10	10	10	10
Social media products Social media products, including their positive and negative social effects, and commercial uses.	10	10	10	10	10

OCR Level 3 Cambridge Technicals in Media

Unit	Certificate 30 credits GLH 180	Introductory Diploma 60 credits GLH 360	Subsidiary Diploma 90 credits GLH 540	Diploma 120 credits GLH 720	Extended Diploma 180 credits GLH 1080
TV and film specialist pathway					
UK film studies Understanding the structure and organisation of the UK film industry and planning/ pitching a film production idea.	10	10	10	10	10
Production and post-production for film How to produce pre-production material for a short film or film sequence and produce/edit one.	10	10	10	10	10
UK TV broadcasting Understanding the structure and organisation of UK TV broadcasting and planning/ pitching a TV production.	10	10	10	10	10
Production and post-production for TV Students will learn to plan, produce, edit and evaluate a short section of a TV programme.	10	10	10	10	10
Visual effects for TV and film Learning about visual effects techniques, and their application, in digital post-production, and producing pre-production material.	10	10	10	10	10
Special effects for TV and film This unit looks at special effects techniques and their use in film and TV production.	10	10	10	10	10
Audio-visual promos In learning to understand audio-visual promos, students will gain some practical skills.	10	10	10	10	10
Acting for the screen By completing this unit, students will understand the principles of acting for the screen.	10	10	10	10	10
Radio, music and sound specialist pathway					
Sound for media products Sound elements used in media products, and how they're produced.	10	10	10	10	10
UK music studies The structure and organisation of the UK music industry, and how bands/artists promote themselves.	10	10	10	10	10
Music technology, recording and production Understand technology used in music production, including planning and producing a music technology product.	10	10	10	10	10
UK radio broadcasting Learning about the structure and organisation of UK radio broadcasting, students will plan/pitch a radio programme.	10	10	10	10	10
Radio drama production For understanding radio dramas, and how meaning is created within them, and gaining practical skills.	10	10	10	10	10
Talk and music radio production Focusing on talk and/or radio music programmes, students will gain practical skills through planning, recording and editing.	10	10	10	10	10
Games design and animation specialist pathway					
Games industry The computer/console game industry and computer/console game products are the focus of this unit.	10	10	10	10	10
Animation studies Understanding the animation industry and animation products, including designing a new character for an animation.	10	10	10	10	10
3D modelled environments for games and animation Students will gain skills in 3D modelling techniques for computer-generated environments.	10	10	10	10	10
3D character modelling for games and animation 3D modelling techniques for computer generated characters.	10	10	10	10	10
Games production Practical games production skills, including planning and producing a first level of a computer game.	10	10	10	10	10
Animation production Students will learn how to plan and produce a short animation or animated production section.	10	10	10	10	10
Minimum mandatory credits	10	10	10	10	10
Minimum optional credits	20	50	80	110	170
Total minimum credits required	30	60	90	120	180
Specialist pathway endorsement	Not available	40 credits achieved from a specialist pathway. Max. of one specialist pathway	40 credits achieved from a specialist pathway. Max. of two specialist pathways	40 credits achieved from a specialist pathway. Max. of two specialist pathways	Not available
Notes	Mandatory units are shaded.				

Level 3 Cambridge Technicals in Media

Analysing media products and audiences

Enabling students to understand media institutions, how they work and the products they produce is the aim of this unit. They'll consider production processes, target audiences, distribution and marketing through the analysis of media products.

Media adaptations

By completing this unit, students will understand adaptations of media products. They'll develop one idea for an adaptation into a treatment or proposal, and then produce a storyboard for it. They'll also pitch a developed idea to a potential investor, and gain their feedback about the feasibility of the idea.

Scriptwriting for media products

Students will learn about scripts, and the part they play in a range of media products in this unit. They'll aim to generate a range of ideas, and then use one of these to produce a script for a media product, in response to a client brief. They'll use feedback gained from a client to revise their script.

Set design for media productions

This unit focuses on set design techniques and their use in film, animation and TV production. Students will develop an idea for a set design, plan it and then produce a set design that's safe for use. They'll evaluate the set design used within the test footage produced, and resolve any functionality issues.

Planning and pitching a print-based media product

Through this unit, students will consider print-based media products and the importance of research and planning to the production them. They'll understand how to generate and select ideas for their own print-based media products, and pitch them to an editor, a client or a focus group. They'll understand how to use feedback gained from their pitch to inform a production plan.

Producing a print-based media product

The focus of this unit is to produce pre-production materials, and carry out relevant recces and risk assessments to make sure students can work safely in production stages. They'll identify and resolve any relevant legal and/or ethical issues associated with the print media product they're producing. They'll also produce materials they can use and edit to create a final print media product.

Print-based advertising media

By completing this unit, students will learn about advertising campaigns and how print-based advertising media is used within them. They'll understand how to plan an advertising campaign for a product, and how to produce print-based advertisements for this product. They'll also present their ideas for a print-based advertisement, having the opportunity to make refinements to it from the feedback they receive.



Level 3 Cambridge Technicals in Media

Planning and pitching an audio-visual media product

The aim of this unit is that students will understand audio-visual media products and the importance of research and planning to the production them. They'll learn how to generate and select ideas for their own audio-visual media products, and pitch them to an editor, a client or a focus group. They'll also understand how to use feedback gained from their pitch to inform a production plan.

Producing an audio-visual media product

This unit sees students producing pre-production materials, and carrying out relevant recces and risk assessments to make sure they can work safely in production stages. They'll identify and resolve any relevant legal and/or ethical issues associated with the audio-visual media product they're producing. They'll produce materials they can use and edit to create a final audio-visual media product.

Audio-visual advertising media

Through this unit, students will learn about advertising campaigns and how audio-visual advertising media is used within them. They'll understand how to plan an advertising campaign for a product, and how to produce audio-visual advertisements for it too. They'll also present their ideas for an audio-visual advertisement, having the opportunity to make refinements to it from the feedback they receive.

Planning and pitching an audio media product

By completing this unit, students will understand audio media products and the importance of research and planning to the production them. They'll understand how to generate and select ideas for their own audio media products, and pitch them to an editor, a client or a focus group. They'll also look at how to use feedback gained from their pitch to inform a production plan.

Producing an audio media product

Students will produce pre-production materials in this unit, and carry out relevant recces and risk assessments to make sure they can work safely in production stages. They'll identify and resolve any relevant legal and/or ethical issues associated with the audio media product they're producing. They'll produce materials they can use and edit to create a final audio media product.

Audio advertising media

This is an opportunity for students to study advertising campaigns and how audio advertising media is used within them. They'll understand how to plan an advertising campaign for a product, and how to produce audio advertisements for this product. They'll also present their ideas for an audio advertisement, having the opportunity to make refinements to it from the feedback gained.

Production roles in media organisations

Through this unit, students will understand about the production job roles available within the media sector, and their contribution to the production process. They'll identify the skills they already have to enable them to carry out a production role within a production team.

Planning for media exhibitions or events

Enabling students to understand the purpose of professional exhibitions or events and how they operate is central to this unit. Students will work as part of a team to plan and contribute to the running of an exhibition or event. They'll also evaluate the final exhibition or event, including feedback gained.

Preparing for a career in the media industry

This unit introduces students to careers, employment and higher education opportunities within a selected sector of media. They'll understand their own potential study and/or career routes, and prepare information and a portfolio of their own media work for a business presentation or for a higher education or job interview.

UK media publishing

Through this unit, students will look at the organisation of the UK media publishing industry, and UK media publishing products. They'll understand how to plan the production of a UK printed media product, and how to deliver an effective pitch or presentation covering key aspects of the plan. They'll also consider the importance of gaining and evaluating feedback.

Photography for media products

This unit explores the use of professional photographs in media products. Students will understand how to plan for a photographic shoot, and take and edit a range of photographs for a specific media product.

Graphic design for media products

By completing this unit, students will come to understand existing graphic design products. They'll look at how to generate ideas for and plan the production of three related graphic design promotional items for an original media product, for a specific target audience.

Comics and graphic novels

This is an opportunity for students to understand the comic and graphic novel world. They'll study the content of a graphic novel or comic and how it relates to its target audience. They'll develop one character for an original graphic novel or comic, and also plan and produce panels for an original graphic novel or comic for this character.

Web authoring and design

Students learn how to understand a range of contrasting commercial websites through this unit. They'll be able to plan the development of a new multi-page website. They'll discover how to create a new website ready for user testing, and how to use the feedback from that testing to evaluate the website.

Social media products

Creating an understanding of existing social media products, including their positive and negative social effects, and commercial uses, forms the main focus of this unit. Students will generate ideas for, plan the development of, and design and evaluate the homepage of their own social media website.



Level 3 Cambridge Technicals in Media

UK film studies

The aim of this unit is that students will understand the structure and organisation of the UK film industry. Students will plan a UK film production, and pitch their planned idea to a producer. They'll understand the importance of gaining and evaluating feedback.

Production and post-production for film

Central to this unit is students understanding how to produce pre-production material for a short film or sequence of a film, and how to produce and edit a short film or sequence of a film. They'll also propose certification for film, based on focus group feedback.

UK TV broadcasting

Through this unit, students will understand the structure and organisation of UK TV broadcasting. They'll plan a UK TV production, and pitch their planned idea to a producer; recognising the importance of gaining and evaluating feedback.

Production and post-production for TV

This is an opportunity for students to plan, produce, edit and evaluate a five-minute section of a TV programme.

Visual effects for TV and film

Understanding visual effects techniques and their application in digital post-production is what this unit focuses on. Students will produce pre-production material for a sequence, containing a minimum of three different visual effects. They'll then produce the footage to contain the planned visual effects, and edit the final sequence.

Special effects for TV and film

Students will learn about special effects techniques and their use in film and TV production in this unit. They'll develop an idea for one special effect, plan the chosen special effect, and the footage it will appear in, and then produce a planned special effect that's safe for use. They'll know how to produce, and edit footage containing use of the special effect.

Audio-visual promos

By completing this unit, students will understand audio-visual promos. They'll generate ideas and produce pre-production material for an audio-visual promo and gain practical skills by producing and editing it.

Acting for the screen

The aim of this unit is that students will understand the principles of acting for the screen. They'll prepare and plan a screen test to camera and then produce and edit the sequence. They'll also evaluate their performance in the screen test.

Sound for media products

This unit enables students to understand the sound elements used in media products, and how they're produced. They'll develop ideas for and plan the production of a soundtrack containing a range of sound elements. They'll gain practical skills by recording and editing different elements for use in the production of a final soundtrack.

UK music studies

By completing this unit, students will understand the structure and organisation of the UK music industry, and how UK bands/artists promote themselves. They'll plan a new live UK music event, and deliver an effective pitch or presentation covering key aspects of their plan. They'll understand the importance of gaining and evaluating feedback.

Music technology, recording and production

The technology used in music production is exciting and ever changing. Students will learn about it in this unit and plan and produce a music technology product.

UK radio broadcasting

This is an opportunity for students to understand the structure and organisation of UK radio broadcasting. They'll plan a new UK radio programme to pitch to a producer, and understand the importance of gaining and evaluating feedback.

Radio drama production

Through this unit, students will understand radio dramas, and how meaning's created within them. They'll gain some practical skills through the planning, recording, and editing of a new five-minute radio drama for a specific radio station.

Talk and music radio production

This unit focuses on existing talk and/or radio music programmes. Students will gain practical skills through the planning, recording, and editing of a new five-minute talk and/or music radio programme for a specific radio station.

Games industry

Creating an understanding of the computer/console game industry, and existing computer/console game products is central to this unit. Students will understand the importance of games reviews, and how they're produced, and plan a new computer/console game.

Animation studies

By completing this unit, students will understand the animation industry and animation products. They'll design a new character to feature in their own planned animation.

3D modelled environments for games and animation

Students will look at 3D modelling techniques for computer-generated environments in this unit. They'll gain skills in the design, planning and production of an animated 3D modelled environment, and demonstrate their knowledge of the process by creating a how to guide.

3D character modelling for games and animation

The aim of this unit is for students to understand 3D modelling techniques for computer-generated characters. They'll gain skills in the design, planning and production of an animated 3D character, and demonstrate their knowledge of the process by creating a 'how to' guide.

Games production

This is an opportunity for students to gain practical skills in games production by planning and producing a functional first level of a new computer game, including the creation of the elements needed.

Animation production

Through this unit, students plan for and produce a short two to three minute animation, or section of an animated production



Support information

Introductory unit presentations

We are developing an introductory presentation for each of the mandatory units. These presentations provide an overview of the unit in an interesting and informative manner. These can be used either in the classroom or during open evening events.

Resource Link

Resource Link is an interactive PDF that allows teachers to view external resources that may be of use in teaching the qualification.

Rules of combination (ROC) calculator

The ROC calculator is an administrative tool that allows centres to identify the correct combination of units for students to undertake in order to be eligible for a certain qualification path.

Progress tracker

The progress tracker is an administrative tool that teachers can use for tracking the progress of their students through the learning outcomes of the units selected for their qualification path.

Skills Guides

We are producing a set of Skills Guides that are not specific to a particular qualification, but cover a topic that could be relevant for a range of qualifications – for example, communication, legislation and research.

Lesson elements

Lesson elements are activities that can be used in the classroom and relate to the topics covered in the units.

Continuing professional development and learning resources

Our support is carefully designed to help you at every stage, from preparation through to the delivery of our specifications.

Continuing Professional Development

As with all our qualifications, there will be a range of events to support you. The reputation of our training support is second to none and we will continue to build on our reputation for providing exemplary support.

Learning resources

Learning resources are an important part of any qualification and Cambridge Technicals are no exception. We have developed a suite of support and learning resources that provide what teachers tell us they want.

By working in this collaborative way, we have ensured that our range of resources support classroom activities, from lesson planning and teaching to monitoring student progression and success.

Other resources include:

- Sample assessment materials for the mandatory units
- **Delivery Guides**
We are producing a Delivery Guide for each of the mandatory units. These guides will give a framework with teaching suggestions covering all the Learning Outcomes within each unit.

These resources are free and available from ocr.org.uk



Administration overview

With Cambridge Technicals we try to make your life easier. Follow the simple steps below to implement the qualification in your centre.

7 Steps to Achievement



1 CENTRE APPROVAL

Please visit ocr.org.uk/administration/centre_app/vocational.aspx for further details, including the application form and centre approval policy.



2 ENTER YOUR CANDIDATES

Enter your candidates online or via Electronic Data Interchange (EDI). We'll assign an expert OCR Visiting Moderator and you will receive two free visits each academic year.



3 ASSESSMENT

There is a sample model assignment available at each level to give you some ideas, as well as assessment guidance in each unit. Assignments are set and assessed by the centre. You will then internally standardise your candidates' work on the units, prior to the Moderator visits.



4 SUBMIT YOUR GRADES

Let the Moderator know which candidates and units are ready to be moderated. There is no need to send candidates' work.



5 PREPARE YOUR SAMPLE

Your Moderator will require a sample after you've submitted your grades and will let you know which candidates' work will be moderated during their visit.



6 MODERATION VISIT

Your Moderator will confirm grades, provide feedback, advice and guidance, and share best practice during their visit.



7 RESULTS

We will issue electronic results and send unit and full award certificates as appropriate.

Preparing for first teaching

Adopting a new specification can appear daunting. There's quite a lot of information to weigh up: the demands of the course, the quality of support, and the needs and expectations of teachers and candidates. Here's some advice to help you make the best decision.

7 Steps to First Teaching



1 MAKE THE MOST OF THE OCR WEBSITE

The unit specifications will be available online. While the overall programme of study might be familiar, it's important to check each unit specification to make sure that you're happy with the learning outcomes, knowledge, understanding and skills.



2 REVIEW THE MODEL ASSIGNMENTS

There is a model assignment available at each level. These will give you a clear idea about the type of tasks you can set. They can be used directly, or adapted, or used as templates for completely new assignments.



3 MAKE GOOD MARKING DECISIONS

With the specification and Administration Guide to cross reference, check our model assignments, which come complete with Moderator's commentary to support marking decisions.



4 GET SOCIAL

Visit our social media site at social.ocr.org.uk – By registering, you'll have FREE access to a dedicated platform where teachers can engage with each other – and OCR – to share best practice, offer guidance, and access a range of support materials produced by other teachers, such as lesson plans, presentations, videos and links to other helpful sites.



5 ENJOY SUPPORT AND GUIDANCE

It's wise to review our Chief Co-ordinator's annual report for generic guidance and to explore their summary of key issues.



6 GET GREAT TRAINING

Check OCR's INSET training programme to see if there is a convenient course available. INSET training is an excellent way to get practical advice on the best ways to deliver Cambridge Technicals.



7 EXPLORE EXTERNAL WEBSITES

It's often worthwhile carrying out an internet search to see if there is any free or paid-for resource material available. Please always check that whatever material you incorporate into your teaching meets the qualification's assessment requirements.



CONTACT US

Staff at the OCR Customer Contact Centre are available to take your call between 8am and 5.30pm, Monday to Friday.

We're always delighted to answer questions and give advice.

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