



Higher National Unit specification

General information for centres

Unit title: Gamekeeping: Managing Game Sporting Activities

Unit code: DN8M 34

Unit purpose: This Unit is designed to enable candidates to demonstrate the competences required of a gamekeeper in the planning, organising, monitoring and controlling of game sporting activities. These could include game shooting or deer stalking for clients or guests.

On completion of the Unit the candidate should be able to:

- 1 Describe roles and responsibilities of personnel involved within game sporting activities.
- 2 Develop a plan for a game/deer sporting activity.
- 3 Participate in and evaluate a game/deer sporting activity.

Credit points and level: 1 HN credit at SCQF level 7: (8 SCQF credit points at SCQF level 7*)

**SCQF credit points are used to allocate credit to qualifications in the Scottish Credit and Qualifications Framework (SCQF). Each qualification in the Framework is allocated a number of SCQF credit points at an SCQF level. There are 12 SCQF levels, ranging from Access 1 to Doctorates.*

Recommended prior knowledge and skills: Prior knowledge or skills are not essential for this Unit. However it would be beneficial for candidates to have had some vocational experience within gamebird management or to have studied NVQ/SVQ units at level 2/3 OR NC Units: *Shootday Skills, Introduction to Shootday Management.*

Core Skills: There are opportunities to develop the Core Skills of *Working with Others, Problem Solving* and *Communication* at SCQF level 6 in this Unit, although there is no automatic certification of Core Skills or Core Skills components.

Context for delivery: If this Unit is delivered as part of a Group Award, it is recommended that it should be taught and assessed within the subject area of the Group Award to which it contributes.

Assessment: This Unit is assessed holistically by means of a project to plan and organise a day's driven game shooting or stalking.

Higher National Unit specification: statement of standards

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The sections of the Unit stating the Outcomes, Knowledge and/or Skills, and Evidence Requirements are mandatory.

Where evidence for Outcomes is assessed on a sample basis, the whole of the content listed in the Knowledge and/or Skills section must be taught and available for assessment. Candidates should not know in advance the items on which they will be assessed and different items should be sampled on each assessment occasion.

Outcome 1

Describe roles and responsibilities of personnel involved within game sporting activities

Knowledge and/or Skills

- ◆ Roles of personnel
- ◆ Responsibilities of personnel
- ◆ Identifies correct etiquette
- ◆ Relevant health and safety procedures and legislation
- ◆ Insurance Requirements

Evidence Requirements

Candidates will need to provide evidence to demonstrate their Knowledge and/or Skills by showing that they can:

- ◆ identify roles of personnel involved within game sporting activities
- ◆ identify responsibilities of personnel involved within game sporting activities
- ◆ identify etiquette practiced within game sporting activities
- ◆ outline relevant health and safety regulations and procedures applicable to game sporting activities

Assessment Guidelines

This Unit is assessed holistically. Details are given under Outcome 3.

Higher National Unit specification: statement of standards (cont)

Unit title: Gamekeeping: Managing Game Sporting Activities

Outcome 2

Develop a plan for a game/deer sporting activity

Knowledge and/or Skills

- ◆ Planning and organising
- ◆ Collating and recording relevant information
- ◆ Current legislation
- ◆ Codes of good practice
- ◆ Relevant health and safety procedures

Evidence Requirements

Candidates will need to provide evidence to demonstrate their Knowledge and/or Skills by showing that they can:

- ◆ plan and organise a game/deer sporting activity
- ◆ collate and record information relevant to the game/deer sporting activity
- ◆ comply with current legislation, codes of good practice and relevant health and safety

Assessment Guidelines

This Unit is assessed holistically. Details are given under Outcome 3.

Higher National Unit specification: statement of standards (cont)

Unit title: Gamekeeping: Managing Game Sporting Activities

Outcome 3

Participate in and evaluate a game/deer sporting activity

Knowledge and/or Skills

- ◆ Explanation of sporting activities
- ◆ Effective customer care policy
- ◆ Identification of potential conflicts
- ◆ Supervision of arrangements for dealing with dead game
- ◆ Effective communication
- ◆ Importance of accurate record keeping
- ◆ Evaluation tools and techniques

Evidence Requirements

Candidates will need to provide evidence to demonstrate their Knowledge and/or Skills by showing that they can:

- ◆ implement the sporting activity is in accordance with current legislation and codes of good practice
- ◆ implement Customer care policy effectively
- ◆ identify potential conflicts and minimise adverse effects on the sporting activity
- ◆ ensure that arrangements for dealing with venison/shot game are in accordance with current legislation, codes of good practice and compliance with relevant health and safety
- ◆ communicate effectively
- ◆ ensure that record keeping is maintained with respect to the sporting activity

Assessment Guidelines

This Unit is assessed holistically by means of a project to plan and organise a day's driven game shooting or stalking. This will include a timetable of events, pre-shoot planning, staff and resources, all legal requirements, list of drives within estate map, customer evaluation forms and all relevant post-shoot tasks.

Administrative Information

Unit code: DN8M 34

Unit title: Gamekeeping: Managing Game Sporting Activities

Superclass category: SH

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History of changes:

Version	Description of change	Date

Source: SQA

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Higher National Unit specification: support notes

Unit title: Gamekeeping: Managing Game Sporting Activities

This part of the Unit specification is offered as guidance. The support notes are not mandatory.

While the exact time allocated to this Unit is at the discretion of the centre, the notional design length is 40 hours.

Guidance on the content and context for this Unit

This Unit is primarily intended to prepare candidates for the type of gamebird management they may take up once employed within the game/sporting industry.

As a result the candidates are likely to work predominately as individuals researching material appropriate to the game sporting activities involved. Candidates who do not have experience in gamebird management will be able to widen their knowledge and understanding whilst on work experience undertaking relevant game sporting activities.

Outcome 1 introduces the candidate to the roles and responsibilities of various personnel in the industry and in particular to the role of the Gamekeeper. It also covers aspects of etiquette within the industry.

In Outcome 2 candidates are given the knowledge and skills to plan a sporting activity. Candidates will gain an insight into the planning and organisational skills required to implement game/deer sporting activities. The candidate will be made aware of the importance of collating and recording relevant information needed to implement sporting activities should be comprehensive and appropriate. The candidate is required to produce a plan for a deer/game sporting activity.

Outcome 3 gives the candidate the opportunity to demonstrate practical skills. Candidates will develop an awareness of legal requirements associated with game sporting activities and the identification of potential conflicts that could arise during their implementation. Candidates should become familiar with the importance of monitoring all activities to ensure customer satisfaction. Types of potential conflict could include disruption by anti-field sport activists, conflict with other estate staff and weather conditions. Examples of record keeping could include estate game records, diaries and projected shoot programmes.

Guidance on the delivery and assessment of this Unit

This Unit is likely to form part of a Group Award, which is primarily designed to provide candidates with technical or professional knowledge and skills related to a specific occupational area. It would be expected, however, that those who successfully completed the award would progress to work as an underkeeper or a single-handed keeper. The emphasis on the delivery of this Unit is seasonally based. This should allow the Unit to be delivered in a way that enables the candidate to appreciate its relevance to the occupational area concerned.

Assessment will be by one instrument of assessment and is in the form of a project.

Higher National Unit specification: support notes (cont)

Unit title: Gamekeeping: Managing Game Sporting Activities

Opportunities for developing Core Skills

There may be opportunities to gather evidence towards the Core Skills of *Working with Others*, *Problem Solving* and *Communication* in this Unit, although there is no automatic certification of Core Skills components.

Open learning

This Unit cannot be delivered by distance learning.

Candidates with disabilities and/or additional support needs

The additional support needs of individual candidates should be taken into account when planning learning experiences, selecting assessment instruments, or considering alternative Outcomes for Units. Further advice can be found in the SQA document *Guidance on Assessment Arrangements for Candidates with Disabilities and/or Additional Support Needs* (www.sqa.org.uk).

General information for candidates

Unit title: Gamekeeping: Managing Game Sporting Activities

This Unit is designed to ensure you recognise the planning and organisational skills required to implement game sporting activities. It is intended that you will develop these skills along with communication skills and the knowledge of what strategies to implement to ensure the smooth and efficient running of relevant game sporting activities. You will learn the role of different personnel and how to utilise them as effectively as possible. In order to complete this Unit you will compile a project. The assessment will take the form of a project on the organising and planning of a day's driven game shooting or a days stalking. This will include a timetable of events, pre-shoot planning, staff and resources, all legal requirements such as European Firearms Passes, current shotgun/firearms certificates etc, list of drives within estate map, customer evaluation forms and all relevant post shoot tasks.