



National Unit Specification: general information

Unit title: Creative Industries: Creative Project (SCQF level 5)

Unit Code FH63 11

Superclass: AF

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Summary

This Unit has been designed as a mandatory Unit of the Creative Industries Course at SCQF level 5 and may also be taken as a free-standing Unit. It is suitable for candidates who have an interest in and may be considering a career in the Creative Industries as well as those whose interest is more general.

The focus of this Unit is primarily on practical activity carried out in a creative context. Candidates will work as part of a team throughout the planning and implementation of a creative project to a given brief. Candidates will contribute to and participate in all stages of the implementation of a creative project and evaluate the completed project and their contribution to it. This Unit encourages the candidate to use creative processes to plan, implement and evaluate a creative project.

This Unit will give candidates the opportunity to develop their creativity alongside key employability skills such as working with others and problem solving.

Outcomes

- 1 Contribute to the production of a plan for a creative project in response to a given brief.
- 2 Contribute to the implementation of a creative project.
- 3 Evaluate the creative project.

General information (cont)

Unit title Creative Industries: Creative Project (SCQF level 5)

Recommended Entry

Entry is at the discretion of the centre.

Credit points and level

1 credit at SCQF level 5 (6 SCQF credit points at SCQF level 5).

**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.*

Core Skills

Achievement of this Unit gives automatic certification of the following:

Complete Core Skill Working with Others at SCQF level 5

Core Skill Component None

There are also opportunities to develop aspects of Core Skills which are highlighted in the support notes of this Unit Specification.

National Unit specification: statement of standards

Unit title: Creative Industries: Creative Project (SCQF level 5)

Acceptable performance in this Unit will be the satisfactory achievement of the standards set out in this part of the Unit Specification. All sections of the statement of standards are mandatory and cannot be altered without reference to SQA.

Outcome 1

Contribute to the production of a plan for a creative project in response to a given brief.

Performance Criteria

- (a) Agree a suitable creative project.
- (b) Identify key tasks required to implement the creative project.
- (c) Identify resources required to implement the creative project.
- (d) Contribute to the allocation of roles and responsibilities.
- (e) Agree own tasks required to implement the creative project.
- (f) Agree timescales and review dates for the creative project.

Outcome 2

Contribute to the implementation of a creative project.

Performance Criteria

- (a) Carry out own tasks as planned.
- (b) Use practical skills, resources, techniques and equipment as planned.
- (c) Comply with relevant health and safety guidelines.
- (d) Review progress of the creative project at agreed dates.
- (e) Support others while undertaking activity.

Outcome 3

Evaluate the creative project.

Performance Criteria

- (a) Evaluate own and team contribution to the creative project.
- (b) Evaluate implementation of the creative project.

National Unit Specification: statement of standards (cont)

Unit title: Creative Industries: Creative Project (SCQF level 5)

Evidence Requirements for this Unit

The teacher/lecturer will provide a brief that clearly outlines the creative task. Example briefs will be provided in the National Assessment Bank material (NAB) for this Unit.

Performance evidence and written and/or oral evidence which covers all the Outcomes and Performance Criteria is required for this Unit. The evidence will be gathered in open-book conditions at appropriate points throughout the Unit. Written evidence for Outcomes will be gathered in a candidate folio.

It is the centre's responsibility to ensure that the evidence gathered is the candidate's own work.

Practical activities must be carried out safely at all times and in a real or simulated working environment.

It is the centre's responsibility to ensure that health and safety guidelines are adhered to.

Outcome 1 – Performance evidence

Performance evidence is required to demonstrate the candidate has:

- ◆ contributed to planning discussion
- ◆ contributed to identification of key tasks and allocation of roles and responsibilities
- ◆ contributed to identification of specific resources: practical skills, techniques and equipment/materials required
- ◆ agreed own tasks, timescales and review dates

This will be supported by an assessor observation checklist and a copy of a group plan.

Outcome 2 – Performance evidence

Performance evidence is required to demonstrate the candidate has effectively contributed to the implementation of the creative project by:

- ◆ carrying out agreed key tasks as planned
- ◆ selecting and using practical skills/resources/techniques/equipment as planned
- ◆ complying with relevant health and safety guidelines
- ◆ reviewing progress of the creative project at agreed dates

Assessor observation checklists must be used to support performance evidence.

National Unit Specification: statement of standards (cont)

Unit title: Creative Industries: Creative Project (SCQF level 5)

Outcome 3 – Written and/or oral evidence

Evidence will take the form of an evaluation to include:

- ◆ description of own and team strengths and areas for development in the contribution to the creative project
- ◆ description of strengths and areas for development in the implementation of the creative project
- ◆ identify a minimum of two action points to improve the planning and implementation of future creative projects

The National Assessment Bank material (NAB) for this Unit provides sample assessment material including example briefs, assessor checklists and candidate pro formas. Centres wishing to develop their own assessments should refer to the NAB to ensure a comparable standard.

National Unit Specification: support notes

Unit title: Creative Industries: Creative Project (SCQF level 5)

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 a mandatory Unit within the Creative Industries Course (SCQF level 5) but can also be taken as a free-standing Unit.

The focus of this Unit is primarily on practical activity and it is anticipated that the majority of delivery time will be dedicated to Outcome 2.

The Unit provides candidates with opportunities to work as part of a team throughout the planning and implementation of a creative project.

Initially candidates will contribute to the team creation and development of the plan for the creative project in response to a brief. This Unit encourages the candidate to use creative processes to plan, implement and evaluate a creative project. The project will be carried out by the team; however the individual contribution of each candidate must be apparent.

The Unit allows candidates to participate in all stages of a creative project and evaluate the completed project and their contribution to it. This Unit will give candidates the opportunity to develop their creativity alongside key employability skills such as working with others, planning, evaluating, communicating, problem solving and time management. Candidates will have the opportunity to play to their individual strengths.

It is recommended that this Unit would be delivered towards the end of a programme of study, when candidates are in a position to demonstrate the knowledge and skills they have accumulated.

When this Unit is being taken as part of the Creative Industries Course, delivery could be integrated with that of *Creative Industries: Skills Development* and *Creative Industries: The Creative Process*. For example, the same contexts could be used for this Unit and the Unit *Creative Industries: The Creative Process*. It is suggested that candidates use the agreed ideas and concepts developed in *Creative Industries: The Creative Process* to form the basis of the creative project.

National Unit Specification: support notes cont

Unit title: Creative Industries: Creative Project (SCQF level 5)

This Unit is ideally suited to a wide range of creative contexts, eg:

- ◆ a musical show
- ◆ an art exhibition/display
- ◆ production of school yearbook
- ◆ production of music CD
- ◆ a drama production
- ◆ an animated short film
- ◆ a website or blog
- ◆ a fashion show
- ◆ a community project

This Unit also provides opportunities to deliver the creative project through cross curricular activities. For example, a musical production could involve music, dance, drama and art or the production of a music CD could involve music and art.

Importance should be placed on developing the candidate's ability to work with others and plan, implement, problem solve and evaluate effectively.

Outcome 1

Outcome 1 focuses primarily on the candidate's contribution to the development and refinement of the agreed creative project plan. The candidate will be required to actively contribute to identification of all the key elements of the plan to be used in the implementation of the project. For example, their plan might describe how they are going to book time with a technician or learn how various gels enhance the lighting in a performance.

Outcome 2

Outcome 2 is the main focus of this Unit and is designed to allow candidates to demonstrate their employability skills through practical activities in the implementation of a creative project. The individual contribution of each candidate must be apparent whether it is designing the graphics for a CD cover or working backstage in a musical production.

It is important that Outcome 2 is where candidates are 'doing' and carrying out their part in the project. For example, the candidate's agreed personal task(s) and contribution to the implementation of the project might be to manage and design the stage lighting for a drama production. Candidates will select and use appropriate resources/techniques/ equipment and be aware of relevant health and safety guidelines.

Outcome 3

Outcome 3 is intended to give candidates the opportunity to evaluate their contribution to the planning and implementation of the creative project. Candidates will also evaluate the effectiveness of the plan and describe strengths and areas for improvement for future projects.

National Unit Specification: support notes (cont)

Unit title: Creative Industries: Creative Project (SCQF level 5)

During this Unit, candidates should be encouraged to develop a positive approach to the employability skills and attitudes identified by employers. These should be taught as an integral part of the Unit. In addition to the specific skills developed and assessed, candidates will have the opportunity to develop the following employability skills.

- ◆ Positive attitude to learning and the workplace*
- ◆ Understanding roles and responsibilities in the workplace*
- ◆ Awareness of the Creative Industries and roles within it *
- ◆ Awareness of entrepreneurial skills
- ◆ Awareness of health and safety procedures*
- ◆ Working cooperatively with others*
- ◆ Working independently*
- ◆ Communication skills*
- ◆ Presentation skills
- ◆ Use of appropriate IT skills*
- ◆ Confidence to seek, give and receive feedback*
- ◆ Confidence to set targets, reflect and learn from experience*
- ◆ Reviewing and evaluating own and others' skills development *
- ◆ Finding, gathering, organising, presenting and evaluating information*
- ◆ Planning and preparation*
- ◆ Time management skills and working to deadlines*
- ◆ Contributing creatively to practical projects*
- ◆ Selecting and creatively using appropriate resources, equipment and techniques*
- ◆ Flexible approach to problem solving*
- ◆ Practical skills in specific subject area*

Development of these employability skills (those marked with an asterisk *) will be clearly identified as a result of the evidence generated through the assessment activities for this Unit. There are opportunities in the Unit to develop the remaining skills.

When this Unit is being taken as part of the Creative Industries Course at SCQF level 5, opportunities will arise to practise, review and evaluate employability skills, for example by carrying out activities in the following Units:

Creative Industries: An Introduction

Creative Industries: Skills Development.

Creative Industries: The Creative Process

National Unit Specification: support notes (cont)

Unit title Creative Industries: Creative Project (SCQF level 5)

Guidance on learning and teaching approaches for this Unit

Centres should ensure that a brief induction to the Unit is given, which will enable candidates to understand fully what is required and the approaches to be adopted. It is important that those responsible for the delivery of the Unit specify where opportunities arise to develop employability skills and practical skills.

It is important that candidates understand that planning and adhering to plans are very important employability skills.

This Unit is designed to give candidates the opportunity to use acquired skills in a creative way.

Candidates may find it helpful in understanding how they might approach this Unit if they are given realistic examples of acceptable and achievable creative projects. Centres should provide an unambiguous brief which must be sufficiently open for the team to respond to. The brief should offer sufficient breadth and scope to allow candidates to be experimental and imaginative in the development of their ideas. The project will be carried out collaboratively by the team; however, individual candidates will be expected to carry out identified and agreed tasks on their own.

Throughout the Unit, candidates should be encouraged to engage with Creative Industries practitioners. Centres must ensure that relevant health and safety guidelines are followed at all times when candidates are undertaking activities both in and outwith the centre.

It is expected that by timetabling this Unit for delivery in the later part of the academic year, candidates will have gained suitable knowledge, skills, experience and confidence with which to undertake this Unit effectively.

Where this Unit is taken as part of the Creative Industries Course (SCQF level 5), it is recommended that the approach to delivery is one of integration with the other Units.

For example, the Outcomes of this Unit could be integrated with activities in:

Creative Industries: An Introduction

Creative Industries: Skills Development

Creative Industries: The Creative Process

National Unit Specification: support notes (cont)

Unit title: Creative Industries: Creative Project (SCQF level 5)

Opportunities for developing Core Skills

In this Unit, candidates will develop a range of skills valued by employers. Candidates will be involved, as part of a group and as individuals, in planning and implementing a creative project in response to a brief. Candidates will work together to resolve any issues or problems which may arise. They will also review their own success at contributing to the planning and implementation of the creative project and regularly discuss their progress with the assessor.

These are good opportunities for developing aspects of the following Core Skills:

- ◆ Communication
- ◆ Problem Solving
- ◆ Working with Others

Depending on the project, there may be opportunities to develop skills in:

- ◆ Information and Communication Technology

The opportunity should be taken in this Unit to emphasise that the employability skills, and the relevant Core Skills indicated above, are skills that apply to a wide range of situations both in everyday life and in employment.

Guidance on approaches to assessment for this Unit

Performance evidence supported by an assessor observation checklist is required for Outcome 1. The assessor must confirm that the candidate has contributed constructively to team planning discussions. Candidates should be encouraged to maintain a brief record of their contribution to the team discussions and the agreed plan in the form of a diary or log.

To ensure that the team provides a structured and achievable plan it is recommended that Outcome 1 is successfully completed before progressing to Outcome 2. There are many possible solutions to the format of the planning and delivery but the plan should be logical and easy to follow. The use of a pro forma may help candidates focus their ideas and encourage efficiency.

Outcome 2 will be a practical assignment where candidates will implement their creative project. Assessment of this Outcome will be supported by an assessor observation checklist. Candidates should be encouraged to keep a brief record of their progress.

Outcome 3 could be assessed using a short evaluation report.

The evidence gathered for all Outcomes can be in any appropriate format and could include audio, video, electronic and/or written documentation. The candidate should be encouraged to use any appropriate medium for gathering evidence including: written documentation; web based presentation; and/or suitable audio/visual presentation format(s).

Where this Unit is being delivered as part of the Creative Industries Course at SCQF level 5, this evidence could form part of a Course folio.

National Unit Specification: support notes (cont)

Unit title Creative Industries: Creative Project (SCQF level 5)

The National Assessment Bank material (NAB) provided for this Unit illustrates the standard that should be applied. It includes example briefs, candidate pro formas and assessor observation checklists. If a centre wishes to design its own assessments for this Unit, they should be of a comparable standard.

Opportunities for the use of e-assessment

E-assessment may be appropriate for some assessments in this Unit. By e-assessment we mean assessment which is supported by information and communications technology (ICT), such as e-testing or the use of e-portfolios or e-checklists. Centres which wish to use e-assessment must ensure that the national standard is applied to all candidate evidence and that conditions of assessment as specified in the Evidence Requirements are met, regardless of the mode of gathering evidence. Further advice is available in *SQA Guidelines on Online Assessment for Further Education (AA1641, March 2003)*, *SQA Guidelines on e-assessment for Schools (BD2625, June 2005)*.

Disabled candidates and/or those with additional support needs

The additional support needs of individual candidates should be taken into account when planning learning experiences, selecting assessment instruments, or considering whether any reasonable adjustments may be required. Further advice can be found on our website www.sqa.org.uk/assessmentarrangements

History of changes to Unit

Version	Description of change	Date

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