Arrangements for:

National Certificate (NC) in Creative Industries

at SCQF level 5

Group Award Code: GF87 45

Validation date: June 2012

Date of original publication: September 2012

Version: 18 (August 2023)

Acknowledgement

SQA acknowledges the valuable contribution that Scotland's colleges have made to the development of National Qualification Group Awards.

History of changes

It is anticipated that changes will take place during the life of the qualification, and this section will record these changes. This document is the latest version and incorporates the changes summarised below.

Version number	Description	Date
18	**Unit Added:** The unit, F9VL 11 Art & Design: Introduction to Interior design has been added as an optional unit within section 1 options. **Amendments:** The unit, FP50 12 Digital Fashion Illustration: An Introduction has been moved to Options Section 2. The unit, F57W 12 Media: Lighting for Single Camera has been moved to Options Section 2	28/08/23
17	**Revision of Units:** Gaelic (Learners) for Work Purposes FC3D 09,10, and 11 have been replaced by Gaelic for Work Purposes J631 43,44, and 45.	25/02/22
16	**Revision of Units**: J614 45 Enterprise Skills has replaced D36N 11 Enterprise Activity. D36N 11 Enterprise Activity will finish on 31/07/2024.	03/02/22
15	**Revision of Units**: FM99 11 Working for Yourself (finish date 31/07/2023) has been replaced by J5CP 45 Working for Yourself	07/05/21

Version number	Description	Date
14	**Revision of unit codes** H28S 10 Understanding Photography (finish date 31/07/2022) has been replaced by J4GA 44 Understanding Photography (start date 01/08/2020). H28S 11 Understanding Photography (finish date 31/07/2022) has been replaced by J4GA 45 Understanding Photography (start date 01/08/2020). H28V 10 Photographing People (finish date 31/07/2022) has been replaced by J4GB 44 Photographing People (start date 01/08/2020). H28V 11 Photographing People (finish date 31/07/2022) has been replaced by J4GB 45 Photographing People (start date 01/08/2020). H28W 10 Photographing Places (finish date 31/07/2022) has been replaced by J4GC 44 Photographing Places (start date 01/08/2020). H28W 11 Photographing Places (finish date 31/07/2022) has been replaced by J4GC 45 Photographing Places (start date 01/08/2020) . H28T 10 Working with Photographs (finish date 31/07/2022) has been replaced by J4GD 44 Working with Photographs (start date 01/08/2020). H28T 11 Working with Photographs (finish date 31/07/2022) has been replaced by J4GD 45 Working with Photographs (start date 01/08/2020).	July 2020
13	**Revision of unit codes:** Unit codes were updated for the following units: Drama Skills H231 75 (J28S 75) Drama: Production Skills H232 75 (J28W 75) Media: Analysing Media Content H235 75 (J297 75) Music Technology Skills H242 75 (J255 75) Photography: Image Making H4KT 76 (J208 76) The unit content and assessment for all units is unchanged	September 2019
12	**Revision of Units**: F3T5 12 Digital Media: Still Images (finish date 31/07/2021) has been replaced by HW4X 46 Digital Media: Still Images (start date 01/08/2019). F3T6 12 Digital Acquisition and Editing: Video (finish date 31/07/2021) has been replaced by HW4Y 46 Digital Media: Moving Images (start date 01/08/2019). F3T7 12 Digital Acquisition and Editing: Audio (finish date 31/07/2021) has been replaced by HW4W 46 (start date 01/08/2019)	July 2019
11	**Revision of Unit:** F5G5 10 Financial Skills for a Small Business: An Introduction (finish date 31/07/2021) has been replaced by J1JT 44 Financial Skills for a Small Business: An Introduction (start date 01/08/2019)	November 2018

Version number	Description	Date
10	**Revision of Unit:** Computer Games: Design (F915 11) has been revised by Computer Games: Design (HV9V 45) and will finish on 31/07/2020 **Revision of Unit:** Computer Games: Media Assets (F916 11) has been revised by Computer Games: Media Assets (HV9W 45) and will finish on 31/07/2020 **Revision of Unit:** Computer Games: Development (F917 11) has been revised by Computer Games: Development (HV9X 45) and will finish on 31/07/2020	May 2018
09	**Revision of Unit:** Computing: Interactive Multimedia for Website Development (F180 11) has been revised by Computing: Interactive Multimedia (HW51 45) and will finish on 31/07/2020. **Revision of Unit:** Computing: Website Design and Development (F182 11) has been revised by Computing: Website Design and Development (HW52 45) and will finish on 31/07/2020. **Revision of Unit:** Digital Media: Audio Acquisition (F1JT 10) has been revised by Digital Media: Audio (HW4W 44) and will finish on 31/07/2020. **Revision of Unit:** Digital Media: Video Acquisition (F1JW 10) has been revised by Digital Media: Moving Images (HW4Y 44) and will finish on 31/07/2020. **Revision of Unit:** Digital Media: Audio Editing (F1KT 11) has been revised by Digital Media: Audio (HW4W 45) and will finish on 31/07/2020. **Revision of Unit:** Digital Media: Still Images Editing (F1KW 11) has been revised by Digital Media: Still Images (HW4X 45) and will finish on 31/07/2020. **Revision of Unit:** Digital Media: Video Editing (F1KV 11) has been revised by Digital Media: Moving Images (HW4Y 45) and will finish on 31/07/2020.	December 2017
08	This unit HJ2W 45 Dance: Scottish Step has been created for the Scottish Studies Award at National 5 Level and has been added to this framework as an optional provision to the Dance: Alternative unit (FH5V 11).	10/04/2017
07	**Revision of Unit**: D36H 11 Work Experience *has been revised by* HF88 45 Work Placement *and will finish on* 31/07/2017.	22/07/2016
06	F181 11 Computing: Web Design Fundamentals *has been revised by* H614 45 Computing: Website Graphics *and will finish on* 31/07/2016.	12/11/2014
05	**Revision of Unit**: F58G 12 Sound: Understanding the Signal Path *has been revised by* H7F9 46 Sound: Understanding the Signal Path *and will finish on* 31/07/2016.	22/07/2014

Version number	Description	Date
04	**Revision of Unit**: D193 11 Drama Skills *has been revised by* H231 75 Drama Skills *and will finish on* 31/07/2016. D195 11 Drama: Production *has been revised by* H232 75 Drama: Production Skills *and will finish on* 31/07/2016. DF14 11 Media Analysis: Fiction *has been revised by H235 75* Analysing Media Content and will finish on 31/07/2016.DV4F 11 Music: Performing with Technology has been revised by H243 75 Music Technology Skills and will finish on 31/07/2016.F2FV 11 Personal Development: Self Awareness has been revised by H18X 45 Personal Development: Self Awareness and will finish on 31/07/2016.F37X 11 Personal Development: Self and Work has been revised by H18P 45 Personal Development: Self and Work. H23W 75 Literacy *has been added as an alternative to* F3GB 11 Communication H225 75 Numeracy *has been added as an alternative to* F3GF 11 Numeracy	13/05/2014
03	Scottish Context Units added as an alternative: Creative Industries: An Introduction - Scotland -(H6MV 75) added as an alternative to Creative Industries: An Introduction-(FH60 11), Community Drama with a Scottish Context-(H6MT 75) added as an alternative to Community Drama-(D642 11),Dance Alternative- Scotland -(H6N5 75) added as an alternative to Dance Alternative-(FH5V 11), Creative Industries: Basics- Scotland -(H6MJ 75) added as an alternative to Creative Industries: Basics-(H1NJ 10)	22/04/2014
02	Revision of Personal Development: Self and Work (F37X 11), (lapse date 31/07/2013,finish date 31/07/2015). Revision of Personal Development: Self Awareness (F2FV 11), (lapse date 31/07/2013,finish date 31/07/2015)	19/02/13

Contents

1   Introduction

This is the Arrangements Document for the National Certificate (NC) in Creative Industries at SCQF level 5 which was validated in June 2012. This document includes: background information on the development of the Group Award, its aims, guidance on access, details of the Group Award structure, and guidance on delivery.

The Creative Industries are defined using the Department for Culture Media and Sport's (DCMS) Standard Industrial Classification (SIC) codes[1] as follows:

Advertising, Architecture, Art and Antiques, Crafts, Design, Designer Fashion, Video, Film and Photography, Music and the Visual and Performing Arts, Publishing, Software/Electronic Publishing, Digital and Entertainment Media, Radio and TV.

The NC meets the needs of candidates who wish to develop introductory-level knowledge and skills in a variety of creative industries and to use this skills development for progression to more advanced levels of study. The NC also prepares candidates for initial entry to employment through enhancing vocational skills, and employability skills such as team working, researching, and problem-solving.

The broad structure of the NC is designed to provide candidates with opportunities to develop creative and technical skills relevant for employment within the creative industries including in media, digital media, computer games development, music, drama/theatre, writing, visual communication, and languages. By virtue of incorporating Units from the Creative Industries Skills for Work Course as mandatory, the NC shares the Skills for Work core ethos:

♦   raising awareness of the creative industries and the opportunities within these sectors in terms of job roles and career paths
♦   the development of specific and generic skills and attitudes which will enhance employability
♦   the development of practical skills and communication skills

The structure provides the opportunity to select from a large variety of subjects within the creative industries and gain subject specialist knowledge, enabling candidates to gain skills and develop the interdisciplinary qualities vital to succeed in the creative industries.

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[1] See, Creative Industries Economics Estimates — December 2011 at, http://www.culture.gov.uk/publications/8682.aspx [accessed July 2012].

2   Rationale for the development of the qualification

The creative industries play a vital strategic role in the UK's economy, adding significantly to the country's gross domestic product (GDP) and gross value added (GVA). The creative industries have been identified as an area of significant growth domestically and in terms of international exports.

The NC in Creative Industries addresses a significant gap in education and training, recognising the creative industries as a distinct subject. The NC features a balanced combination of educational and vocational knowledge and skills as required for successful careers in the creative industries. The NC has been designed using a framework that enables colleges to play to their and their region's strengths through a flexible framework.

2.1   The economic and social context

The Cultural and Creative Industries (CCI) currently comprise 66,910 businesses (800,000 jobs) and contribute just over £28b to the UK economy per annum. The vast majority of businesses employ fewer than 10 people and 44% of the workforce is self-employed. Most importantly, by '2020 the CCI will need to have replaced more than 310,000 people who have left the sector', and employees are looking to education to provide them with 'job ready' employees.[2]

Scottish Development International reports that the creative industry sector in Scotland 'supports over 60,000 jobs and contributes £5 billion to the economy. *Skills for Scotland: Accelerating Sustainable Economic Growth* (2010) designates the creative industries as one of seven key sectors for investment and training. The primary goal of the Creative and Cultural Skills Sector Qualifications Strategy for the CCI is 'the enabling of the CCI to achieve their economic potential through relevant skills and training'.[3] As such, the CCI are a priority funding area within both education and the economy. As the CCI Sector Qualifications Strategy shows, 'the creative and cultural sector in 2010 has grown at twice the rate of the national economy for the last 20 years' and suitably qualified workers are essential to this growing area.

2.2   The educational context

There are a number of NCs in specific disciplines such as photography, art and design, printing, etc but the NC in Creative Industries at SCQF level 5 is the first nationally recognised NC in Scotland treating the Creative Industries as a distinct subject.

In addition to providing candidates with a nationally recognised award, the NC ensures currency of content through Units developed with future-proofing in mind. These Units can continue to be responsive to the dynamic nature of the creative industries, particularly in relation to technology.

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[2] See, www.ccskills.org.uk [accessed July 2012].

[3] See, www.ccskills.org.uk .

2.3 Establishing the need

In 2012, Creative Skillset identified 'eight challenges that cut right across the Creative Industries, from industry ownership of investment in skills, to the fusion of creative and technical disciplines in education and the need to cut red tape for businesses employing freelancers'.[4] A key recommendation was that 'Education and training providers collaborating with the Creative Industries need to combine arts, design, technology and business, reflecting how the Creative Industries are being transformed by the fusion of these disciplines'.[5]

The structure of the NC fully recognises that employment in the creative industries requires a variety of specific and transferable skills to undertake a diverse range of roles/tasks in the workplace. The NC facilitates an interdisciplinary way of thinking and working, through providing subject specialisms and contributions from other disciplines. Delivery of subject specific knowledge in one or more of the creative industries is combined with skills in project management, entrepreneurship, information technology, etc.

2.4 Market research

Market research included wide consultation with stakeholders including employers, centres and Sector Skills Council (SSC) contacts, who were surveyed on the content of the proposed NC, draft framework and proposed Units.

Analysis of existing research was also important. For example, scrutiny of data from Creative Skillset and Creative and Cultural Skills emphasised the importance of candidates acquiring a level of adaptability and an ability to respond to rapid technological change, eg in relation to the influence of social networking and new technologies on creative content.

SCQF level 5 was determined as the correct academic level for the Group Award and in terms of the need to prepare candidates for further study and/or introductory-level employment.

2.5 National Occupational Standards

National Occupational Standards (NOS) are developed by Sector Skills Councils (SSC) and set out the competences required for job roles within particular employment sectors.

Creative and Cultural Skills is the Sector Skills Council for craft, cultural heritage, design, literature, music, performing and visual arts.

Creative Skillset is the Sector Skills Council for Creative Media which comprises TV, film, radio, interactive media, animation, computer games, facilities, photo imaging, publishing, advertising, fashion, and textiles.

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[4] Ibid.

[5] Ibid. Emphasis in original.

The mandatory Units within the NC are aligned to NOS specified by Creative Skillset and Creative and Cultural Skills. The NC provides underpinning knowledge required for employment in the creative industries, with NOS relevant to the creative industries reflected through activities within the Units. (see Appendix 1 for NOS map to the mandatory Units).

2.6   Core Skills

The programme is designed to provide candidates with opportunities for developing Core Skills and enhancing skills and attitudes for employability.

Opportunities for developing Core Skills and attitudes are highlighted in individual Unit specifications. These opportunities include giving candidates direct access to workplace experiences, or through partnership arrangements, providing different learning environments and experiences which simulate aspects of the workplace. These experiences might include visits, visiting speakers, role-play, and other practical activities.

2.7   Local partnerships

The NC can establish or consolidate existing partnerships between further education colleges, employers, and training providers. Such partnerships will enable delivery in a variety of appropriate learning environments, with access to relevant teaching and industry expertise.

2.8   Employment

The NC is designed to reflect the knowledge and skills required for further study and/or introductory level employment within the wide range of creative industries. It develops an awareness of the opportunities and range of employment within the creative industries. Candidates are able to develop practical skills alongside employability skills, and the attitudes needed to work in the creative industries.

2.9   Progression

The NC may be used as a progression pathway to further study at various levels. These could include, for example, Highers in Media, English, Computing, Photography, Art and Design, Music, etc and HN level study in Sound, TV Production, Acting and Performance, Media Studies, Practical Journalism, etc.

The NC in Creative Industries provides candidates with experience of Course structure, content and pedagogy which articulates with qualifications in specific creative industries at SCQF levels 7 and 8. These include, for example, Music, Sound Production, Practical Journalism, Performing Arts, Advertising, Public Relations, and Marketing.

2.10 Additional Group Awards

The structure of the NC in Creative Industries includes a series of National Progression Awards (NPAs) providing the opportunity for centres to embed delivery of one or more additional qualifications, and potentially play to the strengths of their location and/or partnerships with local industry.

3 Aims of the Group Award

The NC aims to provide a flexible link between introductory level skills in a number of creative industries and progression to further study and preparation for employment.

3.1 Principal aims of the Group Award

1 To develop specialist vocational skills for the creative industries.
2 To provide candidates with a basic knowledge of the processes and disciplines within the creative industries sector.
3 To develop a basic understanding of collaborative and interdisciplinary connections and work with others in the same skill-set (eg if studying radio, also working with and understanding sound, journalism, podcasts, etc).
4 To develop critical thinking capacity and reflective evaluation processes within the creative industries' sector.
5 To develop creative processes and visual language.
6 To develop subject specialist options, permitting an element of vocational specialisation.
7 To refine and develop applied knowledge of a range of technological skills with particular reference to subject specialisms (for example, writing, publishing, web design, music, sound production).
8 To provide candidates with an understanding of current developments within the creative industries.
9 To prepare candidates for progression to further creative industries and/or related studies.

3.2 General aims of the Group Award

10 To develop research and presentation skills.
11 To enable progression within the Scottish Credit and Qualifications Framework.
12 To develop employment skills related to National Occupational Standards.
13 To provide academic stimulus and challenge and foster enjoyment.
14 To develop transferable skills including Core Skills to the levels demanded by employers and for progression to higher SCQF level study.
15 To prepare candidates for project work involving the organisation, integration and application of a variety of skills within a determined timescale.
16 To develop the ability to be flexible and to work cooperatively with others.
17 To provide a broad based curriculum that can facilitate vocational specialist skills acquisition, taking account of relevant health and safety considerations.

3.3 Target groups

The framework accommodates a variety of potential candidates. It is aimed at school leavers, college students, adult returners (some who may be seeking a change of career) and candidates who wish to further an existing interest in the creative industries. Those already at work in the creative industry sector at trainee level who do not have a formal qualification would benefit from the programme. Self-employed young people and adults who wish to expand and/or update their knowledge of the creative industries may benefit by electing to take specific Units as CPD.

Candidates in the target group may have some of the following characteristics:

♦ a requirement to develop and strengthen practical, communication and study skills for progression purposes
♦ a need for targeted subject specific skills development (for example, basic computer skills) to take account of new technologies and working practices
♦ necessary qualifications for progression to advanced study or employment, and a need to be exposed to a broader range of creative industry contexts and to current technologies
♦ a wide and diverse range of skills from life and work experience but a lack of confidence on returning to formal education

3.4 Employment opportunities

The NC meets the needs of candidates who wish to develop introductory-level knowledge and skills in a variety of creative subjects and to use these for progression to more advanced levels of study.

The NC is not primarily designed to offer direct entry to employment but acts as a stepping-stone for candidates to eventually progress to employment in specific careers in the creative industries (for example, proofreader, illustrator, graphic designer, photographer, broadcast assistant, reporter, presenter, broadcast journalist, boom operator, audio engineer, etc).

The qualification can offer candidates an increased likelihood of gaining work experience, which Creative Skillset highlights as 'vital to gain relevant experience and start networking' as 'employers often rate potential employees with relevant work experience more highly than those without. … most people start this way and it can lead on to bigger and better things...'[6]

[6] Ibid.

There are also opportunities for apprenticeships within the creative industries, with the NC again functioning as a stepping stone. Successful completion can aid those who apply for an apprenticeship in a highly competitive employment and training environment. Currently, Creative Skillset offers an Advanced Apprenticeship in Creative and Digital Media, an Apprenticeship in Fashion and Textiles, an Advanced Apprenticeship in Fashion and Textiles, and Advanced Apprenticeship in Photo Imaging and an Advanced Apprenticeship in Set Crafts. 7

4   Access to the Group Award

The NC is open to all candidates but particularly aimed at recent school leavers and adults re-entering education. Ideally, applicants should have a genuine interest in the creative industries that can be nurtured and developed over the course of the programme.

While access to this award is at the discretion of the centre, it would be beneficial if candidates possessed one of the following:

♦ three subjects at SCQF level 4 (subjects such as Media Studies, Art and Design, Digital Media and ICT may have an obvious relevance, but all subjects should be considered)
♦ equivalent qualifications from other countries providing the competencies can be identified and are appropriate. Where English is not the first language of the candidate, it is recommended that they possess English for Speakers of Other Languages (ESOL) or equivalent qualifications
♦ a portfolio or digital evidence showing applicants' aptitude. This should be accompanied by a personal statement

Centres may wish to offer places on the basis of interview.

5   Qualification structure

The NC offers flexibility and adaptability with centres able to create optional pathways that maximise existing links or collaborations with local creative industries. It also offers the potential benefit of candidates gaining a Skills for Work Course or National Progression Award in addition to the National Certificate.

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[7] See http://www.creativeskillset.org/uploads/pdf/asset_16378.pdf?1 [accessed July 2012].

5.1 Framework

The framework includes all four Units from the Creative Industries Skills for Work Course (C276 11), with three of these in the mandatory section. All of the applicable Skills for Work Units are noted with an asterisk below.

Additionally, a number of creative NPAs can be undertaken as part of the optional section of the NC. The number of Languages for Work Units selected is restricted to **two**.

Units within this award are mandatory and optional. Candidates will be awarded the NC in Creative Industries at SCQF level 5 on completion of all of the six mandatory Units and six SQA credits from the optional section. A minimum of one optional credit must be at SCQF level 5. The complete Group Award equates to 12 SQA credits of learning (72 SCQF points).

Mandatory section — (6 credits required)

Related Group Award	Unit title	Unit code	SQA credit value	SCQF level	SCQF credit points
SfW Creative Industries	Creative Industries: Creative Project	FH63 11	1	5	6
SfW Creative Industries	Creative Industries: An Introduction or	FH60 11	1	5	6
	Creative Industries: An Introduction - Scotland -(H6MV 75)	H6MV 75	1	5	6
SfW Creative Industries	Creative Industries: Creative Process	FH62 11	1	5	6
	Creative Analysis	H1TB 11	1	5	6
	Social Networking	H1YD 11	1	5	6
NPA Enterprise and Employability	Working for Yourself*	J5CP 45	1	5	6

Options — Section 1: (1–6 SQA credits required)

Related Group Award	Unit title	Unit code	SQA credit value	SCQF level	SCQF credit points
SfW Creative Industries	Creative Industries: Skills Development	FH61 11	1	5	6
	Writing, Editing and Publishing Online	H1TD 11	1	5	6
	Acting for the Camera	H1TA 11	1	5	6
	Colour: An Introduction	D945 11	1	5	6
	Narrative and Genre in Computer Games	H1TG 11	1	5	6
	Sound Production: Recording and Editing	H1TF 11	1	5	6
	Voice Skills for the Media	H1TE 11	1	5	6
	Drawing and Drawing Media	H1T8 11	1	5	6
	Theatre Lighting and Sound: An Introduction	H1XC 11	1	5	6
	Communication Or Literacy	F3GB 11 H23W 75	1	5	6
	Numeracy Or Numeracy	F3GF 11 H225 75	1	5	6
NPA Art and Design: Digital Media	Art and Design: Web Content	F5BP 11	1	5	6
NPA Art and Design: Digital Media	Art and Design: Digital Video Skills	F5BR 11	1	5	6
NPA Art and Design: Digital Media	Art and Design: Animation Skills	F5BT 11	1	5	6
NPA Computer Games Development	Computer Games: Design*	HV9V 45	1	5	6
NPA Computer Games Development	Computer Games: Media Assets*	HV9W 45	1	5	6
NPA Computer Games Development	Computer Games: Development*	HV9X 45	1	5	6

*Refer to history of changes for revision details

Options — Section 1 (continued)

Related Group Award	Unit title	Unit code	SQA credit value	SCQF level	SCQF credit points
NPA Contemporary Gaelic Songwriting and Production	Contemporary Gaelic Music and Song	FN42 11	1	5	6
NPA Contemporary Gaelic Songwriting and Production	Contemporary Gaelic Language and Culture: An Introduction	FN44 11	1	5	6
NPA Contemporary Gaelic Songwriting and Production	*Music Technology Skills	J255 75	1	5	6
NPA Dance	Dance: Choreography	FH5T 11	1	5	6
NPA Dance	Dance: Alternative **or** Dance: Alternative- Scotland **or** Dance: Scottish Step	FH5V 11 H6N5 75 HJ2W 45	1 1 1	5 5 5	6 6 6
NPA Dance	Dance: Classical	FH5W 11	1	5	6
NPA Dance	Dance: Contemporary	FH5X 11	1	5	6
NPA Dance	Dance: Jazz	FH5Y 11	1	5	6
NPA Digital Media Animation	Computing: Animation Fundamentals	F1KB 11	1	5	6
NPA Digital Media Animation	Introduction to Computer Animation	D6RC 11	1	5	6
NPA Digital Media Animation	Computing: Digital Media Elements for Applications	F1KS 11	1	5	6
NPA Digital Media Animation NPA Acting and Performance NPA Digital Media Editing	Digital Media: Audio	*HW4W 45	1	5	6

Options — Section 1 (continued)

Related Group Award	Unit title	Unit code	SQA credit value	SCQF level	SCQF credit points
NPA Digital Media Animation NPA Digital Media Editing	Digital Media: Moving Images	*HW4Y 45	1	5	6
NPA Digital Production Skills	Media: An Introduction to the Media Industry	F57L 11	1	5	6
NPA Digital Production Skills NPA Journalism	Media: Basic Website Development	F57Y 11	1	5	6
NPA Digital Production Skills NPA Radio Broadcasting	Media: Scriptwriting	F583 11	1	5	6
NPA Enterprise and Employability	*Personal Development: Self and Work	H18P 45	1	5	6
NPA Enterprise and Employability	*Personal Development: Self Awareness	H18X 45	1	5	6
NPA Enterprise and Employability	Preparing to Work	F57F 11	1	5	6
NPA Enterprise and Employability	Work Placement	HF88 45*	1	5	6
NPA Enterprise and Employability	Working with Others	F3GE 11	1	5	6
NPA Enterprise and Employability	Financial Skills for a Small Business: An Introduction	J1JT 44*	1	5	6
NPA Enterprise and Employability	Customer Service Skills for the Entrepreneur	F5GB 11	1	5	6
NPA Enterprise and Employability	Enterprise Skills	J614 45*	1	5	6

*Refer to history of changes for revision details

Options — Section 1 (continued)

Related Group Award	Unit title	Unit code	SQA credit value	SCQF level	SCQF credit points
NPA Jewellery: Basic Techniques 1	Jewellery: Manufacturing Techniques: an Introduction	H09P 11	1	5	6
NPA Jewellery: Basic Techniques 1	Jewellery: Marking Out	H09S 11	1	5	6
NPA Jewellery: Basic Techniques 1	Jewellery: Piercing	H09R 11	1	5	6
NPA Jewellery: Basic Techniques 2	Jewellery: Soldering	H09T 11	1	5	6
NPA Jewellery: Basic Techniques 2	Jewellery: Working with Wire	H1KL 11	1	5	6
NPA Journalism	Media: News Writing for Print	F57R 11	1	5	6
NPA Journalism	Media: Photography	F580 11	1	5	6
NPA Photography (SCQF level 5)	Understanding Photography	J4GA 45*	1	5	6
NPA Photography (SCQF level 5)	Photographing People	J4GB 44*	1	5	6
NPA Photography (SCQF level 5)	Photographing Places	J4GC 45*	1	5	6
NPA Photography (SCQF level 5)	Working with Photographs	J4GD 45*	1	5	6
NPA Radio Broadcasting	Media: Presenting for Radio and Television	F58A 11	1	5	6
NPA Radio Broadcasting	Media: Radio Journalism	F582 11	1	5	6
NPA Radio Broadcasting	Media: Radio Music Programme Production	F58D 11	1	5	6
NPA Radio Broadcasting	Media: Making a Radio Programme	F587 11	1	5	6
NPA Scottish Bagpipes	Scottish Bagpipe Solo Performance: Bagpipes	F7P3 11	1	5	6
NPA Scottish Bagpipes	Scottish Bagpipe Theory: Bagpipes	F7P4 11	1	5	6

Options — Section 1 (continued)

Related Group Award	Unit title	Unit code	SQA credit value	SCQF level	SCQF credit points
NPA Scottish Pipe Band Drumming	Scottish Pipe Band Drumming Performance	F7NP 11	1	5	6
NPA Scottish Pipe Band Drumming	Scottish Pipe Band Drumming Music Theory	F7NR 11	1	5	6
NPA Television Production	Media: Basic Video Camera Operations	F585 11	1	5	6
NPA Television Production	Media: Basic Video Editing	F57V 11	1	5	6
NPA Television Production	Media: Sound Recording for Single Camera	F58E 11	1	5	6
NPA Web Design Fundamentals	Digital Media: Still Images	*HW4X 45	1	5	6
NPA Web Design Fundamentals	Computing: Interactive Multimedia	*HW51 45	1	5	6
NPA Web Design Fundamentals	Computing: Website Graphics	*H614 45	1	5	6
NPA Web Design Fundamentals	Computing: Website Design and Development	*HW52 45	1	5	6
	Life Drawing	F51L 11	1	5	6
	Art and Design: Sketchbook Development – Thematic Studies	F5BW 11	1	5	6
	Art and Design: Software Skills	F5BX 11	1	5	6
	Art and Design: Drawing Skills - Figure/Life Drawing 1	F9X2 11	1	5	6
	Art and Design: Introduction to Illustration	F9VH 11	1	5	6
	Design: Developmental Drawing	FV2L 11	1	5	6
	Drawing Skills: Analytical Drawing	D947 11	1	5	6
	Sketchbook	F5BW 11	1	5	6

Options — Section 1 (continued)

Related Group Award	Unit title	Unit code	SQA credit value	SCQF level	SCQF credit points
	Line and Tone	D951 11	1	5	6
	Design Studies: Introduction to Mixed Media	D17H 11	1	5	6
	Art and Design: Introduction to Surface Decoration	F9VK 11	1	5	6
	Art and Design: Non-Precious Metals	F9VP 11	1	5	6
	Colour: An Introduction	D945 11	1	5	6
	Introduction to Computer Animation	D6RC 11	1	5	6
	Character Creation	FN8Y 11	1	5	6
	Sound Design in Visual Media Applications: An Introduction	FN92 11	1	5	6
	Narrative Design and Development	FN8T 11	1	5	6
	Computer Applications for Print: An Introduction	FV52 11	1	5	6
	*Media: Analysing Media Content	J297 75	1	5	6
	Screen Printing: Multiple Colour Design Printed on Fabric	FV53 11	1	5	6
	Screen Printing: An Introduction to the Floating Screen Technique	FV54 11	1	5	6
	Screen Printing: Decorative Screen Printing on Non-Porous Substrates	FV55 11	1	5	6
	Screen Printing: An Introduction to the Process	FV51 11	1	5	6
	Theatre Production Skills	D194 11	1	5	6
	Appreciation of Drama	D640 11	1	5	6
	Community Drama **or** Community Drama with a Scottish Context	D642 11 H6MT 75	1 1	5 5	6 6
	Community Drama: Drama/Games Sessions	E7LE 11	1	5	6
	Creative Drama 2	EB5F 11	1	5	6
	*Drama: Production Skills	J28W 75	1	5	6
	*Drama Skills	J28S 75	1	5	6

*Refer to history of changes for revision details

Options — Section 1 (continued)

Related Group Award	Unit title	Unit code	SQA credit value	SCQF level	SCQF credit points
	Fashion Design: An Introduction	FP4R 11	1	5	6
	Industrial Machine Sewing Skills: An Introduction	FP4V 11	1	5	6
	Garment Pattern Construction: An Introduction	FP4X 11	1	5	6
	Art and Design: Introduction to Interior Design	F9VL 11*	1	5	6

*Refer to history of changes

Options — Section 2: (0–5 SQA credits required)

Related Group Award	Unit title	Unit code	SQA credit value	SCQF level	SCQF credit points
	Information and Communication Technology	F3GC 11	1	6	6
	Intellectual Property	FT2D 12	1	6	6
NPA Acting and Performance	Professional Theatre in Context	F5L4 12	1	6	6
NPA Acting and Performance	Drama: Theatre Skills in Performance	F5LB 12	1	6	6
NPA Art and Design: Digital Media	Art and Design: Web Project	F5C3 12	1	6	6
NPA Art and Design: Digital Media	Art and Design: Video Project	F5C4 12	1	6	6
NPA Art and Design: Digital Media	Art and Design: Animation Project	F5C6 12	1	6	6
NPA Contemporary Gaelic Songwriting and Production	Music: Songwriting	F5EB 12	1	6	6
NPA Creative Industries	Creative Industries: Basics or Creative Industries: Basics- Scotland	H1NJ 10 H6MJ 75	1 1	4 4	6 6
NPA Creative Industries	Creative Industries: Practical Skills Development	H1NK 10	1	4	6
NPA Creative Industries	Creative Industries: Pre-production	H1NM 10	1	4	6
NPA Creative Industries	Creative Industries: Production	H1NF 10	1	4	6
NPA Digital Media Production	Digital Media: Still Images	HW4Y 46	1	6	6
NPA Digital Media Production	Digital Media: Audio	HW4W 46	1	6	6
NPA Digital Media Production	Digital Media: Moving Images	HW4Y 46	1	6	6

Options — Section 2 (continued)

Related Group Award	Unit title	Unit code	SQA credit value	SCQF level	SCQF credit points
NPA Digital Production Skills	Digital Media: Moving Images	*HW4Y 44	1	4	6
NPA Digital Production Skills	Digital Media: Audio	*HW4W 44	1	4	6
NPA Enterprise and Employability	Establishing a Business Identity	F5GA 10	1	4	6
NPA Enterprise and Employability	Business and E-Commerce: An Introduction	F5G7 10	1	4	6
NPA Enterprise and Employability	Business and Marketing: An Introduction	F5G9 10	1	4	6
NPA Enterprise and Employability	Business and Finance: An Introduction	F5G8 10	1	4	6
NPA Jewellery: Advanced Techniques 1	Jewellery: Stonesetting: An Introduction	H09X 12	1	6	6
NPA Jewellery: Advanced Techniques 1	Jewellery: Gemstones	H0A1 12	1	6	6
NPA Jewellery: Advanced Techniques 1	Jewellery: Repairs	H1KG 12	1	6	6
NPA Jewellery: Basic Techniques 2	Jewellery: Polishing	H09W 12	1	6	6
NPA Journalism	Media: Research and Interview Skills for Journalism	F57S 12	1	6	6
NPA Journalism	Media: Feature Writing	F57M 12	1	6	6
NPA Journalism	Media: Page Layout and Design for Print	F57N 12	1	6	6
NPA Music Business	Music: An Introduction to the UK Music Industry	F58J 12	1	6	6
NPA Music Business	Appreciation of Music	F58M 12	1	6	6
NPA Music Business	Music: Organising a Community-based Musical Activity	F5E6 13	1	7	6

Options — Section 2 (continued)

Related Group Award	Unit title	Unit code	SQA credit value	SCQF level	SCQF credit points
NPA Music Business	Music: Management in the Music Industry	F8LG 12	1	6	6
NPA Music for Wellbeing	Music and Wellbeing	H1X1 12	1	6	6
NPA Music for Wellbeing	Music: Organising a Community–based Musical Activity	H1WY 12	1	6	6
NPA Music for Wellbeing	Music: Using Technology in Delivering Music for Wellbeing	H1X0 12	1	6	6
NPA Music for Wellbeing	Participate in a Community-based Music-making Activity	H1X2 12	1	6	6
NPA Music Performing	Music: Live Performance	F5E5 12	1	6	6
NPA Music Performing	Performing Music on One Instrument or Voice	F3F4 12	1	6	6
NPA Music Performing NPA Music Business	Music: Promotion in the Music Industry	F8LF 12	1	6	6
NPA Music Performing NPA Sound Production: Live	Music: Technical Support	F5E2 12	1	6	6
NPA Musical Theatre	Acting Through Song	F5L0 12	1	6	6
NPA Musical Theatre	Theatre Performers: Solo Singing Skills	F5L9 12	1	6	6
NPA Musical Theatre	Theatre Performers: Group Singing Skills	F5L8 12	1	6	6
NPA Musical Theatre	Group Dance Performance	F8LC 12	1	6	6
NPA Musical Theatre NPA Professional Theatre Preparation	Preparation for Audition	D658 12	1	6	6
NPA Photography (SCQF level 4)	Understanding Photography	J4GA 44*	1	4	6
NPA Photography (SCQF level 4)	Photographing People	J4GB 44*	1	4	6
NPA Photography (SCQF level 4)	Photographing Places	J4GC 44*	1	4	6

Options — Section 2 (continued)

Related Group Award	Unit title	Unit code	SQA credit value	SCQF level	SCQF credit points
NPA Photography (SCQF level 4)	Working with Photographs	J4GD 44*	1	4	6
NPA Professional Theatre Preparation	Drama: Acting Skills	F5KY 12	1	6	6
NPA Professional Theatre Preparation	Drama: Voice Skills	F5LF 12	1	6	6
NPA Professional Theatre Preparation	Drama: Movement Skills	F5L1 12	1	6	6
NPA Radio Broadcasting	Media: Radio Interviewing	F58B 12	1	6	6
NPA Scottish Bagpipes	Scottish Bagpipe Solo Performance: Bagpipes	F7P5 12	1	6	6
NPA Scottish Bagpipes	Scottish Bagpipe Theory: Bagpipes	F7P612	1	6	6
NPA Scottish Pipe Band Drumming	Scottish Pipe Band Drumming Performance	F7NJ 12	1	6	6
NPA Scottish Pipe Band Drumming	Scottish Pipe Band Drumming Music Theory	F7NK 12	1	6	6
NPA Sound Production :Recording	Sound Engineering and Production	F58H 12	1	6	6
NPA Sound Production :Recording	Appreciation of Music	F58M 12	1	6	6
NPA Sound Production :Recording	Sound: Music Remixing	F5E1 12	1	6	6
NPA Sound Production: Live NPA Sound Production: Recording	Sound: Understanding the Signal Path	*H7F9 46	1	6	6
NPA Sound Production: Live	Sound: Reinforcement	F5E0 12	1	6	6

Options — Section 2 (continued)

Related Group Award	Unit title	Unit code	SQA credit value	SCQF level	SCQF credit points
NPA Sound Production: Live	Sound: Audio Electronics - An Introduction	F5DS 12	1	6	6
NPA Sound Production: Live	Music: Visuals for Live Performance	F5E4 13	1	7	6
NPA Technical Theatre in Practice	Theatrical Design	F697 12	1	6	6
NPA Technical Theatre in Practice	Technical Theatre in Context	F5L5 12	1	6	6
NPA Technical Theatre in Practice	Theatre Stage Model Set Construction	F699 12	1	6	6
NPA Technical Theatre in Practice	Theatrical Prop Making	F5LE 12	1	6	6
NPA Technical Theatre in Practice	Theatre Stage Sound Operations	F694 12	1	6	6
NPA Technical Theatre in Practice	Theatre Stage Lighting Operations	F693 12	1	6	6
NPA Technical Theatre in Practice NPA Music Business NPA Music Performing NPA Sound Production: Live NPA Sound Production: Recording	Creative Project	F58F 12	1	6	6
NPA Television Production	Media: Directing a Single Camera Production	F586 12	1	6	6
	Art and Design: Analytical Drawing	F5CD 12	1	6	6
	Art and Design: Sketchbook Development	F5CM 12	1	6	6

Options — Section 2 (continued)

Related Group Award	Unit title	Unit code	SQA credit value	SCQF level	SCQF credit points
	Media: Lighting for Single Camera	F57W 12*	1	6	6
	Art and Design: Introduction to Graphic Design	F9VJ 11	1	6	6
	Design Studies: Mixed Media Applications	EE24 12	1	6	6
	Art and Design: Creative Textile Development	F5C5 12	1	6	6
	Art and Design: Painting to a Theme	F5C7 12	1	6	6
	Art and Design: Mixed Media Applications	F9W0 12	1	6	6
	Jewellery: Metal Forming	H1KC 12	2	6	12
	Jewellery: Decorative Finishes	H1KD 12	1	6	6
	Jewellery: Design for Jewellers	H2YL 12	1	6	6
	Photography: Digital Imaging	F8KM 12	1	6	6
	*Photography: Image Making	J208 76	1.5	6	9
	Writing Dramatic Text: An Introduction	F5LG 12	1	6	6
	Advertising: An Introduction	FT8T 12	1	6	6
	Art and Design: Software Skills	F5C9 12	1	6	6
	Theatrical Make Up	F5LD 12	1	6	6
	Digital Fashion Illustration: An Introduction	FP50 12*	1	6	6

*Refer to history of changes

Options — Section 3 (0–2 SQA credits required)

Related Group Award	Unit title	Unit code	SQA credit value	SCQF level	SCQF credit points
	Cantonese for Work Purposes	F3CF 09	1	3	6
	Cantonese for Work Purposes	F3CF 10	1	4	6
	Cantonese for Work Purposes	F3CF 11	1	5	6
	French for Work Purposes	F3CG 09	1	3	6
	French for Work Purposes	F3CG 10	1	4	6
	French for Work Purposes	F3CG 11	1	5	6
	Gaelic for Work Purposes	J631 43	1	3	6
	Gaelic for Work Purposes	J631 44	1	4	6
	Gaelic for Work Purposes	J631 45	1	5	6
	German for Work Purposes	F3CC 09	1	3	6
	German for Work Purposes	F3CC 10	1	4	6
	German for Work Purposes	F3CC 11	1	5	6
	Italian for Work Purposes	F3CB 09	1	3	6
	Italian for Work Purposes	F3CB 10	1	4	6
	Italian for Work Purposes	F3CB 11	1	5	6
	Mandarin for Work Purposes	F3CA 09	1	3	6
	Mandarin for Work Purposes	F3CA 10	1	4	6
	Mandarin for Work Purposes	F3CA 11	1	5	6
	Polish for Work Purposes	F3C9 09	1	3	6
	Polish for Work Purposes	F3C9 10	1	4	6
	Polish for Work Purposes	F3C9 11	1	5	6
	Spanish for Work Purposes	F3C7 09	1	3	6
	Spanish for Work Purposes	F3C7 10	1	4	6
	Spanish for Work Purposes	F3C7 11	1	5	6

Options — Section 3 (continued)

Related Group Award	Unit title	Unit code	SQA credit value	SCQF level	SCQF credit points
	Urdu for Work Purposes	F3CE 09	1	3	6
	Urdu for Work Purposes	F3CE 10	1	4	6
	Urdu for Work Purposes	F3CE 11	1	5	6
	Russian for Work Purposes	F3C8 09	1	3	6
	Russian for Work Purposes	F3C8 10	1	4	6
	Russian for Work Purposes	F3C8 11	1	5	6

5.2 Conditions of award

Candidates will be awarded the NC in Creative Industries at SCQF level 5 on completion of all six mandatory credits (36 SCQF points) plus a further six credits (36 SCQF points) selected from the options. The complete Group Award equates to 12 SQA credits (72 SCQF points) of learning. A minimum of one optional credit undertaken **must** be at SCQF level 5.

5.3 Awards nested within the NC Creative Industries framework

Additional Group Awards are nested within the framework of the NC in Creative Industries, which candidates can achieve concurrently with the NC. Where centres choose the relevant Units as options, candidates will achieve the required credits to gain a Skills for Work Course, or National Progression Award.

The Skills for Work Course is Creative Industries (C276 11). The relevant Units codes are: FH60 11 (mandatory), FH61 11 (optional), FH62 11(mandatory) and FH63 11(mandatory).

For a complete list of all complete NPAs which can contribute to the 12 credits of the NC, please see Appendix 3.

NB: centres must enter candidates for the relevant Group Award code in addition to the Units (there is no additional charge for this entry).

5.4 Core Skills

5.4.1 Entry Profile

It is recommended that candidates possess the following Core Skills profile on entry:

Core Skill	Level
Communication	Level 4
Problem Solving	Level 4
Working with Others	Level 4
Numeracy	Level 4
Information and Communication Technology (ICT)	Level 4

Where candidates do not come with an existing Core Skills profile, it is recommended that the delivering centre considers carrying out a Core Skills profiling exercise in order that targeted support may be offered to candidates who require it.

5.4.2 Exit Profile

Candidates who achieve the NC will have opportunities to develop Core Skills to the following levels as a minimum:

Core Skill	Level	Signposted/Embedded
Communication	Level 5	Signposted*
Problem Solving	Level 6	Signposted* (Critical Thinking Embedded)
Working with Others	Level 5	Embedded
Numeracy	Level 5	Signposted*
Information and Communication Technology (ICT)	Level 5	Signposted*

Candidates leaving with an NC in the Creative Industries have the opportunity to develop all five Core Skills across the mandatory section of the NC. They also have the opportunity in the mandatory section to be certificated for *Working with Others* and the Critical Thinking component of *Problem Solving.*

Where recommended Core Skills Units are undertaken, then certification for this is possible in addition to the development opportunities signposted across the Units.

*Dependent on selection of optional Units, candidates have the opportunity to be certificated for all four remaining, complete Core Skills (see Appendix 2).

5.5 Articulation

The NC primarily provides a progression route to further study, at SCQF levels 6 or 7. The structure allows for skills development across a range of creative subjects and provides opportunities to gain one or more NPAs, thereby promoting articulation and transition into further and/or higher education.

The NC also develops skills for potential future employment and can be used to develop a range of generic skills for work in a creative industries' discipline at an appropriate level. For example, the inclusion of the Unit *Working for Yourself* provides an introduction to freelance and employability skills, intrinsic to many careers in the creative industries.

The choice of optional Units can cater for the varied needs of potential cohorts and gives centres flexibility with the ability to meet a range of specialist articulation routes and employment purposes.

The table below illustrates possible progression opportunities following successful completion of the NC. The list is not exhaustive.

Higher	HNC/HND	Employment (potential)
Art and Design Media Studies English Product Design Computing Graphic Communication Drama (A) Language	Visual Communication Audio Visual Technology Creative Industries: Professional Writing Skills Creative Industries: Radio Creative Industries: Television Digital Media for Design and Print Sound Production Media and Communication Computer Games Development Acting and Performance Technical Theatre	art gallery theatre music venue museum local radio community art or drama worker/assistant art/craft shop assistant, design assistant.

6 Approaches to delivery and assessment

6.1 Content and context

Through the NC in Creative Industries at SCQF level 5, candidates will develop qualities and skills for future study and employment in the creative industries sector. The NC offers experience of a range of occupational specialisms across a purposefully broad framework, so that skills and knowledge in particular creative industries can be delivered on the basis of candidate/centre needs/interests/resources.

The NC places importance on the ethos of the Creative Industries Skills for Work Course (SCQF level 5). The mandatory section of the NC includes *Creative Industries: An Introduction*, *Creative Industries: Creative Project* and *Creative Industries: Creative Process*. The NC's mandatory section underlines the value of introducing candidates to different sectors of the creative industries and the career paths, job roles and responsibilities of those working within the industry. The full Skills for Work Course can be achieved through selecting *Creative Industries: Skills Development* as an option.

Collectively, the Units in the mandatory section ensure that candidates develop individual creative skills and employability skills in team working, problem solving and communication, within the wider framework of researching, creating and evaluating. The Units in the Creative Industries Skills for Work Course are supported by a NAB (National Assessment Bank) item which provides a useful assessment resource for centres, exemplifying the national standard.

The importance of working on a project and to a brief for clients is emphasised through the *Creative Industries: Creative Process* Unit which enables candidates to be immersed in the process of creative thinking and collaborative working in a managed way, and to do this in relation to their chosen creative industry subject specialism (for example, writing, music, sound production, TV production, etc). The *Creative Industries: Creative Project* Unit ensures candidates learn the skills to transfer and translate their creative ideas into practical Outcomes/products, thereby testing creative ideas in relation to the applicable marketplace for the subject discipline. In this way, candidates learn valuable skills about the relationships between imagination and creativity and industry constraints.

With the inclusion of Skills for Work Units, there is an expectation that centres will work to develop links with employers and industry practitioners who may be able to offer support in terms of visiting speakers and arranging visits to workplaces. Such links can exploit local specialisms and/or local needs in industry (for example in music production, TV production, web design and publishing). Such visits will be helpful when investigating the different job roles within sectors and will provide candidates with a realistic view of job roles, responsibilities, and working conditions within the creative industries.

The importance of the attainment of a variety of specific and transferable skills to enable candidates to undertake a diverse range of roles/tasks in the workplace is reflected in the wide range of specialist Units in the options section of the framework. It is also reflected in the importance placed on the skills, confidence and knowledge acquired in the Unit *Working for Yourself*. This combination of specific and generic skills responds to the Creative and Cultural Skills Sector Qualifications Strategy for the Creative and Cultural Industries, with particular reference to the requirement for qualified individuals to be flexible and responsive in order to meet the challenges of a changing environment.

Overall, the NC content reflects the needs for candidates to gain a wide range of skills for the creative industries sector. This programme of study gives candidates opportunities to begin developing these skills and gain the underpinning knowledge necessary for employment as well as to allow for progression to further study.

6.2 Delivery and assessment

It is suggested that when considering the approach to delivery, the framework and choice of optional Units, centres should take account of:

♦ individual candidates
♦ requirements for employment
♦ entry requirements to advanced courses
♦ potential placements

Throughout, the emphasis should be on practical activities, delivered through a series of lectures, discussions, practical workshops, fieldtrips and practical project work involving self-directed study. This will afford candidates opportunities to explore their creativity. However, in order to help meet the requirements of industry, candidates will also gain critical and analytical skills when they undertake the mandatory Unit *Creative Analysis*.

Tutor support is important during the delivery of all Units and also during guidance and tutorial sessions which should be delivered throughout the year to assist in candidates' development. This will increase the candidates' ability to create a quality portfolio through which they will have the confidence to evaluate and critique their own work.

During the learning process candidates' skills in the following areas will be developed:

♦ organising
♦ communicating
♦ researching
♦ logical and analytical thinking
♦ decision making
♦ problem solving
♦ co-operating with others/team working
♦ vocational adaptability

Although primarily envisaged as a full-time course, it would be suitable for candidates to undertake the award on a part-time basis. It is anticipated that through the fostering of college partnerships and as the award is successfully delivered, possibilities for online learning will emerge. Much of the creative content for this NC could be enhanced through online learning, particularly with regard to creative industries which use electronic media such as gaming, social networking, etc.

6.2.1 Learning and teaching approaches

Learning and teaching approaches could include lectures, individual and group work reinforced by hand-outs and worksheets which incorporate client briefs. Due to the nature of the programme, candidates will have a range of opportunities to use and become familiar with ICT.

Centre-devised learning and teaching materials should be accessible and inclusive and where applicable, be used to promote equality and cultural diversity. In this way centres can ensure that the content and delivery of the NC can support the development of key personal skills, attributes and capacities essential for employment and lifelong learning. To assist candidates in managing their workload, interim deadlines should be set when using holistic assessment opportunities. In addition to helping candidates plan and manage time effectively, this process will help support the development of valued generic employability skills and support effective transition into the world of work, or to advanced level of study. Involvement in regular tutorials, either on a one-to-one or in a group setting, should be used to support the development of critical thinking and evaluation skills, helping candidates to review their progress on an ongoing basis throughout the Units, and to use this information to inform and support future learning.

6.2.2 Assessment

The recommended assessment in the Units reflects the range of activities and outputs that would occur in the sector, such as use of folios and practical activities. Performance evidence can be supported by assessor observation checklists and candidate reviews. Candidates will be required to carry out self-evaluation on a range of skills, review progress and identify action points as part of the assessment of employability skills. There is also emphasis in the on the ability to work independently. In *Creative Analysis*, for example, essay writing is used in order to ensure that learning has occurred on an individual rather than teamwork basis, and candidates are exposed to assessment conditions in which they have sole responsibility for the Outcome or result.

While the delivery and assessment is at the discretion of individual centres it is strongly recommended that centre staff use opportunities for integration and holistic assessment in the planning processes to support best practice in learning, teaching and assessment. Centres should consider carefully the range of flexibility and articulation prospects that can be provided through the considered selection of specific optional Units and linked delivery.

As visual literacy is important in many aspects of the creative industries (eg marketing, web design) and in many of the creative specialisms themselves, photographic investigative research can be used. Although not formally recognised through the summative assessment process, this can be effectively developed during the creative process and included in a wide range of practical activities and/or projects.

Each Unit may be individually assessed and candidates will be expected to submit work to meet specified deadlines. Deadlines should be an essential element of the delivery of the award, reflecting the importance placed upon them within the workplace.

6.2.3 Sequence of delivery

The table below sets out an exemplar delivery schedule for the mandatory Units, but centres can select Units in any appropriate order. The educational principle underlining the suggested delivery schedule relates to the importance attached to ensuring that candidates have the necessary underpinning skills before undertaking a Unit or related grouping of Units. In practice this will mean that a variety of the mandatory Units will normally be delivered in the first half of the academic session. The structure and Unit content has been developed to allow for integrative and holistic approaches to assessment, and the use of an integrated and linked delivery methodology in centres will provide candidates with more meaningful learning experiences, and promote increased coherence in the resulting quality and progressive development of the folio of practical work.

Unit title	Code	Semester
Creative Industries: An Introduction	FH60 11	1
Creative Industries: Creative Process	FH62 11	1
Creative Analysis	H1TB 11	1
Creative Industries: Creative Project	FH63 11	2
Working for Yourself*	J5CP 45	2
Social Networking	H1YD 11	2

6.2.4 Health and safety

Due to the practical nature of the Group Award content, it is recommended that centres continue with their existing health and safety practice during candidate inductions. It is strongly recommended that generic health and safety training is followed by specific disciplinary updates at the start of Unit delivery to ensure that candidates at all times comply with all necessary relevant health and safety guidance, observing safe and considerate working practices at all times.

6.2.5 Open Learning

Because the majority of Outcomes rely on developing practical skills with practical and hands-on activities underpinning the learning process, it is not anticipated that the NC may be delivered by Open Learning in full. Centres using open learning approaches for individual Units should ensure consideration is given to authentication of candidate assessment evidence produced out with supervised conditions. Open learning approaches can be used where applicable provided all Unit and Verification requirements are met in full.

7 General information for centres

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**.

Internal and external verification

All instruments of assessment used within this/these Group Award(s) should be internally verified, using the appropriate policy within the centre and the guidelines set by SQA.

External verification will be carried out by SQA to ensure that internal assessment is within the national guidelines for these qualifications.

Further information on internal and external verification can be found in *SQA's Guide to Assessment* **(www.sqa.org.uk)**.

8   General information for candidates

The National Certificate in Creative Industries (SCQF level 5) will introduce you to the skills of creativity and innovation in a variety of creative industries. This could be in digital media, theatre, music, television, radio, writing, publishing or another creative industry.

You will gain industry knowledge and experience as well as the academic and practical skills associated with specific creative industries. This will provide you with the knowledge and skills to identify opportunities for employment and further study in the creative and cultural sectors in the UK and internationally. By gaining opportunities to learn from successful local creative industries, you will develop important employability skills that will be valuable to you whether you decide to progress to further study or to seek employment.

You will be need to achieve a total of 12 Units to successfully complete the National Certificate. There are six mandatory Units, worth six credits in total. In addition, you will take a further six contributing credits from those offered by your centre.

Although there are no specific qualifications needed for you to enter the National Certificate in Creative Industries, it would be beneficial if you had some previous experience of subjects related to the creative industries (for example, English at SCQF level 4 or above, and any Art and Design or Media subject). You can discuss this with your centre and staff there will be able to offer you advice.

The NC will give you a platform allowing you to progress within the SCQF and enhance potential employment prospects and/or facilitate progression to Further and Higher Education. This may include progressing on to an SCQF level 6 NC in a specific subject specialism (for example, Acting and Theatre Performance, Art and Design, Media Studies) and later to an HNC, HND or degree programme. The NC will also ensure you are better equipped to work at an introductory level in the creative industries.

9   Glossary of terms

NPA: National Progression Awards (NPA) aim to develop, assess and certificate a defined set of skills and knowledge in a specialist vocational area. They are used mainly, but not exclusively in post-compulsory education and typically aimed at those in work, entering or returning to work.

NC: National Certificates (NC) aim to develop a range of knowledge and skills. They prepare candidates for progression to further study, or employment and are aimed at candidates in post-compulsory, full-time or part-time education.

SCQF: This stands for the Scottish Credit and Qualification Framework, which is a new way of speaking about qualifications and how they inter-relate. We use SCQF terminology throughout this guide to refer to credits and levels. For further information on the SCQF visit the SCQF website at **www.scqf.org.uk**

SCQF credit points: One SCQF credit point equates to 10 hours of learning. NQ Units at SCQF levels 2–6 are worth 6 SCQF credit points, NQ Units at level 7 are worth 8 SCQF points.

SCQF levels: The SCQF covers 12 levels of learning. National Qualification Group Awards are available at SCQF levels 2-6 and will normally be made up of National Units which are available from SCQF levels 2–7.

Dedicated Unit to cover Core Skills: This is a non-subject Unit that is written to cover one or more particular Core Skills.

Embedded Core Skills: This is where the development of a Core Skill is incorporated into the Unit and where the Unit assessment also covers the requirements of Core Skill assessment at a particular level.

Signposted Core Skills: This refers to the opportunities to develop a particular Core Skill at a specified level that lie outwith automatic certification.

Qualification Design Team: The QDT works in conjunction with a Qualification Manager/Development Manager to steer the development of the National Certificate/National Progression Award from its inception/revision through to validation. The group is made up of key stakeholders representing the interests of centres, employers, universities, and other relevant organisations.

Consortium-devised National Certificates/National Progression Awards are those developments or revisions undertaken by a group of centres in partnership with SQA.

10   Appendices

Appendix 1: National Occupation Standards Map
Appendix 2: Core Skills Map
Appendix 3: Contributing National Progression Awards

Appendix 1:   National Occupational Standards

The table below maps relevant Creative Industries Units to National Occupational Standards from Creative Skillset and Creative and Cultural Skills*.

National Occupational Standards		X1	X3	F4	PUB6	PUB18	PUB19	PUB20	P1	PD1	PD5	CDP1	DES6*	DES18*
Mandatory Units	**Unit code**													
Creative Industries: Creative Project	FH63 11	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Creative Industries: An Introduction	FH60 11											✓	✓	
Creative Industries: Creative Process	FH62 11	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Creative Analysis	H1TB 11	✓										✓		
Social Networking	H1YD 11	✓										✓		
Working for Yourself	J5CP 45*			✓	✓				✓		✓	✓	✓	
Units/NPAs available as options		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

Key:

X1	Contribute to good working relationships
X3	Conduct an assessment of risks in the workplace
F4	Coordinate your team and performers and work effectively with production colleagues
PUB6	Develop and maintain a plan for publishing
PUB18	Create content
PUB19	Edit content
PUB20	Proofread content
P1	Contribute ideas for production
PD1	Obtain, clarify, and agree production brief
PD5	Communicate the visualisation of the production
CPD1	Improving your skills
DES6	Work effectively with others in a creative environment
DES18	Interpret the design brief and follow the design process

Appendix 2: Core Skills map

Unit title	Code	Communication		Numeracy		ICT		Problem Solving			Working with Others	
		Oral	Written	Using Graphical Info	Using Number	Accessing Info	Providing/ Creating Info	Critical Thinking	Planning and Organising	Reviewing and Evaluating	Working Co-operatively with Others	Reviewing Co-operative contribution
Mandatory section												
Creative Industries: An Introduction	FH60 11	S	S			S	S				S	S
Creative Industries: Creative Process	FH62 11	S	S	S	S	S	S	E	S	S	E	S
Creative Industries: Creative Project	FH63 11	S	S			S	S	S	S	S	E	E
Working for Yourself	FM28 10	S	S			S	S	S	S	S		
Creative Analysis	H1TB 11	S	S			S	S				S	S
Social Networking	H1YD 11					S	S				S	S
Selected optional Units												
Drawing and Drawing Media	H1T8 11	S	S					S	S	S		
Writing, Editing and Publishing Online	H1TD 11	S	S			S	S				S	S
Voice Skills for the Media	H1TE 11	S	S					S	S	S	S	S
Sound Production: Recording and Editing	H1TF 11	S	S			S	S	S	S	S	S	S
Colour: An Introduction	D945 11	S	S			S	S	S	S	S	S	S
Narrative and Genre in Computer Games	H1TG 11	S	S								S	S

Unit title	Code	Communication		Numeracy		ICT		Problem Solving			Working with Others	
		Oral	Written	Using Graphical Info	Using Number	Accessing Info	Providing/ Creating Info	Critical Thinking	Planning and Organising	Reviewing and Evaluating	Working Co-operatively with Others	Reviewing Co-operative contribution
Optional section (continued)												
Theatre Lighting and Sound: An Introduction	H1XC 11							S	S	S	S	S
Acting for the Camera	H1TA 11	S	S								S	S
Creative Industries: Skills Development	FH61 11	S	S	S		S	S	E	E	E		
Design: Developmental Drawing	FV2L 11					S	S	S	S	S		
Art and Design: Drawing Skills - Figure/Life Drawing 1	F9X2 11	S	S					S	S	S		
Life Drawing	F51L 11	S	S	S				S	S	S		
Drawing Skills: Analytical Drawing	D947 11							S	S	S		
Art & Design: Sketchbook Development	F5CM 12	S	S					S	S	S		
Art & Design: Sketchbook Development – Thematic Studies	F5BW 11							S	S	S		
Art & Design: Introduction to Graphic Design	F9VJ 11	S	S					S	S	S		
Art & Design: Introduction to Illustration	F9VH 11	S	S					S	S	S		
Art & Design: Software Skills	F5BX 11					S	S	S	S	S		
Advertising: An Introduction	FT8T 12	S	S			S	S	S	S	S		

Unit title	Code	Communication		Numeracy		ICT		Problem Solving			Working with Others	
		Oral	Written	Using Graphical Info	Using Number	Accessing Info	Providing/ Creating Info	Critical Thinking	Planning and Organising	Reviewing and Evaluating	Working Co-operatively with Others	Reviewing Co-operative contribution
Optional section (continued)												
Introduction to Computer Animation	D6RC 11					S	S	S				
Information and Communication Technology	F3GC 11					E	E					
Numeracy	F3GF 11			E	E							
Communication	F3GB 11	E	E									

Appendix 3: Contributing National Progression Awards

The list of NPAs below shows those which can be achieved with their Units also contributing to the NC in Creative Industries.

NPA Title	Group Award code	SQA credits	SCQF level	SCQF credit points
NPA Acting and Performance	G9KM 46	3	6	18
NPA Art and Design: Digital Media	G96V 45	3	5	18
NPA Art and Design: Digital Media	G96W 46	3	6	18
NPA Computer Games Development	G9RR 45	3	5	18
NPA Contemporary Gaelic Songwriting and Production	GC7Y 45	3	5	18
NPA Creative Industries	GF4M 44	4	4	24
NPA Dance	GA7E 45	3	5	18
NPA Digital Media Animation	G9FC 45	3	5	18
NPA Digital Media Editing	G9FF 45	3	5	18
NPA Digital Media Production	G9J5 46	3	6	18
NPA Digital Production Skills	G9MA 45	4	5	24
NPA Enterprise and Employability	G9AH 45	4	5	24
NPA Jewellery: Advanced Techniques 1	GF5R 46	3	6	18
NPA Jewellery: Basic Techniques 1	GF4A 45	3	5	18
NPA Jewellery: Basic Techniques 2	GF47 45	3	5	18
NPA Journalism	G9MC 46	4	6	24
NPA Music Business	G9KN 46	3	6	18
NPA Music for Wellbeing	GF8N 46	4	6	24
NPA Music Performing	G9L6 46	3	6	18
NPA Musical Theatre	G9KP 46	3	6	18
NPA Photography (SCQF level 4)	GF86 44	4	4	24
NPA Photography (SCQF level 5)	GF8V 45	4	5	24
NPA Professional Theatre Preparation	G9KT 46	3	6	18
NPA Radio Broadcasting	G9MD 45	4	5	24
NPA Scottish Bagpipes	G9H8 45	3	5	18
NPA Scottish Bagpipes	G9H9 46	3	6	18
NPA Scottish Pipe Band Drumming	G9H4 45	3	5	18
NPA Scottish Pipe Band Drumming	G9H2 46	3	6	18
NPA Sound Production: Live	G9L5 46	3	6	18
NPA Sound Production: Recording	G9L4 46	3	6	18
NPA Technical Theatre in Practice	G9KR 46	3	6	18
NPA Television Production	G9ME 45	4	5	24
NPA Web Design Fundamentals	G8HD 45	3	5	18