



## Higher National Unit specification

### General information

**Unit title:** Game and Wildlife Management: Game Bird Management (SCQF level 7)

**Unit code:** H95J 34

**Superclass:** SH

**Publication date:** May 2015

**Source:** Scottish Qualifications Authority

**Version:** 01

### Unit purpose:

This Unit is designed to provide learners with an understanding of both reared and wild game birds. The Unit develops knowledge of rearing options, codes of good practice and legislation, breeding, life stages and cycles, habitat requirements, food types, disease and parasites and habitat management strategies for game species associated with Upland, Lowland and Wetland environments.

Learners will focus on four different game bird species in this Unit, two reared game species and two wild game species.

The Unit is suitable for those who wish to pursue a career in game and wildlife management or for those already employed in the sector for the purposes of Continuing Professional Development.

### Outcomes

On successful completion of the Unit the learner will be able to:

- 1 Describe life stages, cycles and rearing and release options for game birds.
- 2 Describe habitat requirements for game birds.
- 3 Design habitats suitable for game birds.
- 4 Describe the impact of pests and predators on game birds.

### Credit points and level

2 Higher National Unit credits at SCQF level 7: (16 SCQF credit points at SCQF level 7)

## Higher National Unit Specification: General information (cont)

**Unit title:** Game and Wildlife Management: Game Bird Management (SCQF level 7)

### Recommended entry to the Unit

There are no formal entry requirements for this Unit however it would be beneficial for learners if they have had some vocational experience within game bird management, or if they had studied or were studying *FN5G 11 Game Bird Production and Hatchery*, *FN5H 11 Game Bird Rearing*, *FN5L 11 Game Bird Release*, *FN54 11 Grouse and their Habitat: An Introduction*, *H0D9 10 Pest and Predator Control*, *FN57 11 Quarry Species*, *FN5K 11 Gamekeeping: Health and Safety* or related and/or equivalent Units.

### Core Skills

Opportunities to develop aspects of Core Skills are highlighted in the Support Notes for this Unit Specification.

There is no automatic certification of Core Skills or Core Skill components in this Unit.

### Context for delivery

This Unit is in the mandatory section for the HNC Gamekeeping with Wildlife Management. The Unit is normally taught within the subject area of the Group Award. The Unit could also be delivered as a free-standing Unit and may provide a source for Continuing Professional Development

### Equality and inclusion

This Unit specification has been designed to ensure that there are no unnecessary barriers to learning or assessment. The individual needs of learners should be taken into account when planning learning experiences, selecting assessment methods or considering alternative evidence.

Further advice can be found on our website [www.sqa.org.uk/assessmentarrangements](http://www.sqa.org.uk/assessmentarrangements).

## Higher National Unit specification: Statement of standards

**Unit title:** Game and Wildlife Management: Game Bird Management (SCQF level 7)

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.

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. Learners 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 life stages, cycles and rearing and release options for game birds.

#### Knowledge and/or Skills

- ◆ Wild and Reared game bird species
- ◆ Rearing strategies
- ◆ Release options
- ◆ Food types for both reared and wild game
- ◆ Monitoring game bird populations annually
- ◆ Parasites and disease
- ◆ Normal and abnormal behaviour patterns

### Outcome 2

Describe habitat requirements for game birds.

#### Knowledge and/or Skills

- ◆ Preferred Habitat requirements for seasonal holding
- ◆ Preferred Habitat requirements for nesting
- ◆ Preferred Habitat requirements for brood rearing
- ◆ Welfare requirements

### Outcome 3

Design habitats suitable for game birds.

#### Knowledge and/or Skills

- ◆ Woodland design for game species
- ◆ Wetland pond design for flighting wildfowl
- ◆ Moorland burning plans
- ◆ Moorland habitat plans for grazing animals

## Higher National Unit specification: Statement of standards

**Unit title:** Game and Wildlife Management: Game Bird Management  
(SCQF level 7)

### Outcome 4

Describe the impact of pests and predators on game birds.

### Knowledge and/or Skills

- ◆ Natural pests and predators including protected and non-protected species
- ◆ Current legislation relating to pest and predator control
- ◆ Legal methods for controlling predator and pest species
- ◆ Impact of pests and predators
- ◆ Health and safety requirements relating to pest and predator control

### Evidence Requirements for this Unit

Learners are required to select two species of Reared Game bird and two species of Wild Game bird.

Two Reared Game Species selected from the following:

- ◆ Common Pheasant
- ◆ Red Legged Partridge
- ◆ Grey Partridge
- ◆ Mallard Wildfowl

Two Wild Game Species from the following:

- ◆ Red Grouse
- ◆ Black Grouse
- ◆ Ptarmigan
- ◆ Wildfowl
- ◆ Common Snipe
- ◆ Woodcock
- ◆ Grey Partridge

## Higher National Unit specification: Statement of standards (cont)

### Unit title: Game and Wildlife Management: Game Bird Management (SCQF level 7)

For Outcomes 1 and 2, for each of the four selected species (two reared and two wild) learners will need to provide evidence to demonstrate their Knowledge and/or Skills by showing that they can:

- ◆ identify species.
- ◆ describe rearing strategies and release options.
- ◆ list suitable food types.
- ◆ describe monitor styles for game bird populations annually.
- ◆ describe types of parasites and diseases which affect the species.
- ◆ describing normal and abnormal behaviour patterns for the species.
- ◆ describe preferred habitat requirements for seasonal holding, nesting and brood rearing.
- ◆ describe welfare requirements.

For Outcome 3 learners will need to provide evidence to demonstrate their Knowledge and/or Skills by showing that they can design a suitable habitat for two species of game bird (one reared and one wild).

For two game bird species (one wild and one reared)

For one reared game bird and one wild game bird:

Design a habitat suitable for the selected species, these could take the form of:

- ◆ Woodland for holding game species
- ◆ Shoot flight
- ◆ Pond for flighting
- ◆ Muirburn plan
- ◆ Moorland habitat plan

For Outcome 4 learners will need to provide evidence to demonstrate their Knowledge and/or Skills by showing that they can:

- ◆ identify and describe four avian and mammalian natural predators and pests including protected and non-protected species.
- ◆ state current legislation relation to pest and predator control.
- ◆ describe legal methods for controlling predator and pest species.
- ◆ describe the impact of the pest/predators on the selected game bird species.
- ◆ describe health and safety requirements relating to pest and predator control activity.

The assessments could be combined in to single project covering all of the selected species (wild and reared).

## Higher National Unit specification: Statement of standards (cont)

**Unit title:** Game and Wildlife Management: Game Bird Management (SCQF level 7)

Learners must select two game bird species to complete this Unit, one from list A and one from list B.

<b>List A — Reared</b>	<b>List B — Wild</b>
Common Pheasant	Red Grouse
Red Legged Partridge	Black Grouse
Grey Partridge	Ptarmigan
Mallard Wildfowl	Wildfowl
	Common Snipe
	Woodcock
	Grey Partridge



## Higher National Unit Support Notes

**Unit title:** Game and Wildlife Management: Game Bird Management (SCQF level 7)

Unit Support Notes are offered as guidance and are not mandatory.

While the exact time allocated to this Unit is at the discretion of the centre, the notional design length is 80 hours.

### Guidance on the content and context for this Unit

The Unit prepares learners for the types of game bird management activities they may be expected to undertake when employed within the game/sporting industry.

The learners will work as individuals researching material appropriate to the selected game bird species/habitat requirement involved. Learners who do not have experience in game bird management, will be able to widen their knowledge and understanding whilst on work experience undertaking relevant game bird management with various game bird species.

This Unit is designed to provide learners with an understanding of game birds both wild and reared, it covers underpinning knowledge on rearing options, codes of good practice and legislation, breeding, life stages, cycles, habitat requirements, food types, disease and parasites. Habitat management strategies for game species associated with Upland/Lowland and Wetland environments. The Unit develops learner's knowledge who wishes to pursue a career in game and habitat/wildlife management.

Learners must select two game bird species to complete this Unit, one from list A and one from list B.

List A — Reared	List B — Wild
Common Pheasant	Red Grouse
Red Legged Partridge	Black Grouse
Grey Partridge	Ptarmigan
Mallard Wildfowl	Wildfowl
	Common Snipe
	Woodcock
	Grey Partridge

## Higher National Unit Support Notes (cont)

**Unit title:** Game and Wildlife Management: Game Bird Management (SCQF level 7)

### Outcome 1

Learners identify two game bird species, one from the A list and one from the B list to complete all assessments. Describe rearing/release options/strategies for selected game birds. List food types for both reared and wild game, describe monitor styles for selected game bird populations annually, describe types of parasites/disease which affect selected game bird species, describing behaviour patterns normal/non normal for selected game species.

### Outcome 2

This Outcome is concerned with the habitats required by game birds and will cover seasonal holding, nesting and brood rearing. The Outcome also covers game bird welfare requirements.

### Outcome 3

Learners design: woodland for holding game species, design a wild Partridge shoot flight Pond for wildfowl flighting, moorland: muirburn plan, moorland habitat plan for Grazing Animals for the selected game species, select one from each group (Reared/Wild game Bird species).

### Outcome 4

Learners can Identify and describe natural, avian and mammalian predators/pests including protected non protected species, State current legislation relation to pest/predator control, Describe legal methods for controlling predator and pest species, Describe the impact of the pest/predators on selected game bird species, Stating health and safety requirements relating to pest/predator control activity.

### Relationship to NOS:

This Unit may provide underpinning knowledge relevant to the following National Occupational Standards (NOS):

- Ga2 Monitor Game Populations and Habitat
- Ga3 Maintain Game Populations
- Ga4 Assist with Heather Burning Activities
- Ga6 Assist in the Production of Fertile Game Eggs
- Ga7 Assist in the Production of Game Chicks
- Ga8 Assist in the Care of Game Chicks
- Ga9 Assist the Establishment of Reared Gamebirds in the Wild
- Ga11 Maintain and Improve Game and Wildlife Habitat
- Ga12 Contribute to the Organisation of Game Shooting Activities
- Ga13 Manage Wild Game Populations
- Ga15 Contribute to the Management of Game Habitat
- Ga16 Manage the Production of Fertile Gamebird Eggs



## Higher National Unit Support Notes (cont)

**Unit title:** Game and Wildlife Management: Game Bird Management (SCQF level 7)

- Ga17 Manage the Incubation of Gamebird Eggs
- Ga18 Rear Gamebirds for Release
- Ga19 Manage the Release of Gamebirds
- Ga20 Contribute to the Development of a Sporting Estate
- Ga24 Contribute to the Management of Heather Burning
- Ga35 Assist with the Catching of Breeding Stock
- CU3 Promote, Monitor and Maintain Health, Safety and Security

### Guidance on approaches to delivery of this Unit

This Unit may be delivered as a standalone Unit for CPD. However, it will often be delivered as part of the HNC in Gamekeeping and Wildlife Management at SCDQF level 7, which is primarily designed to provide learners with technical and professional knowledge and skills related to a specific occupational area. It would be expected that those who successfully completed the HNC 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 learner to appreciate its relevance to the occupational area concerned.

### Guidance on approaches to assessment of this Unit

Evidence can be generated using different types of assessment. The following are suggestions only. There may be other methods that would be more suitable to learners.

Centres are reminded that prior verification of centre-devised assessments would help to ensure that the national standard is being met. Where learners experience a range of assessment methods, this helps them to develop different skills that should be transferable to work or further and higher education.

The Unit could be assessed by four separate assessments projects or by holistic project covering all assessment requirements. Conditions of assessment is open-book

Evidence can be generated using different types of assessment. The following are suggestions only. There may be other methods that would be more suitable to learners.

Centres are reminded that prior verification of centre-devised assessments would help to ensure that the national standard is being met. Where learners experience a range of assessment methods, this helps them to develop different skills that should be transferable to work or further and higher education.

## Higher National Unit Support Notes (cont)

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(SCQF level 7)

### Opportunities for 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 Communication Technology (ICT), such as e-testing or the use of e-portfolios or social software. Centres which wish to use e-assessment must ensure that the national standard is applied to all learner evidence and that conditions of assessment as specified in the Evidence Requirements are met, regardless of the mode of gathering evidence. The most up-to-date guidance on the use of e-assessment to support SQA's qualifications is available at [www.sqa.org.uk/e-assessment](http://www.sqa.org.uk/e-assessment).

### Opportunities for developing Core and other essential skills

There is no automatic certification of Core Skills or Core Skill components in this Unit. However there may be opportunities to gather evidence for Core Skills in *Communication*, *Numeracy* and *Problem Solving*.

## History of changes to Unit

Version	Description of change	Date

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## General information for learners

**Unit title:** Game and Wildlife Management: Game Bird Management (SCQF level 7)

This section will help you decide whether this is the Unit for you by explaining what the Unit is about, what you should know or be able to do before you start, what you will need to do during the Unit and opportunities for further learning and employment.

This Unit is designed to provide you with an understanding of game birds both wild and reared. The Unit covers underpinning knowledge on rearing options, codes of good practice and legislation, breeding, life stages and cycles, habitat requirements, food types, disease and parasites, habitat management strategies for game species associated with Upland, Lowland and Wetland environments.

You will have the opportunity to focus on two groups of game bird species in this Unit, reared game species and wild game species.

This Unit will be suitable for you if you wish to pursue a career in game and habitat/wildlife management.

On successful completion of the Unit you will be able to:

- ◆ describe life stages, cycles and rearing and release options for game birds.
- ◆ describe the habitat requirements for game birds.
- ◆ design a habitat suitable for game birds, this will include management plans for the environmental requirements.
- ◆ describe the impact of pests and predators on game birds.

You are likely to be assessed by producing a project covering all Outcomes and all Evidence Requirements. You may also have the opportunity to develop your Core Skills in *Communication, Numeracy and Problem Solving*.