

Framework for NC Acting and Theatre Performance

Mandatory Units

Code	Mandatory Units (8 credits)	SCQF Level	Credit Value	SCQF Points
F5KY 12	Drama: Acting Skills	6	2	12
F5LF 12	Drama: Voice Skills	6	2	12
F5L1 12	Drama: Movement Skills	6	2	12
F5LB 12	Drama: Theatre Skills in Performance	6	2	12

Optional Units

And any 4 credits from the following list of Optional Units. Those Units marked with * are shared with the National Certificate in Technical Theatre (SCQF Level 6).

Code	Optional Units (4 credits)	SCQF Level	Credit Value	SCQF Points
F5LA 12	Theatre Performance	6	2	12
F5L9 12	Theatre Performers: Solo Singing Skills	6	1	6
F5L8 12	Theatre Performers: Group Singing Skills	6	1	6
F5L0 12	Acting Through Song	6	1	6
F5L4 12	Professional Theatre in Context *	6	1	6
F691 12	Theatre History: An Introduction to Theory and Practice	6	1	6
F692 12	Acting Styles and Practitioners: An Introduction	6	1	6
F5LG 12	Writing Dramatic Text: An Introduction	6	1	6
F5TG 12	Performing Arts Industry: An Introduction *	6	1	6
D658 12	Preparation for Audition	6	1	6
F5L5 12	Technical Theatre in Context *	6	1	6
F5LD 12	Theatrical Makeup *	6	1	6
F58F 12	Creative Project	6	1	6
D196 12	Investigative Drama	6	1	6
D197 12	Study of a Text in its Theatrical Context	6	1	6
D198 12	Contemporary Scottish Theatre	6	1	6
X037 12	Higher Drama External Assessment	6	1	6
D646 12	Dance: Choreography	6	1	6
D661 12	Professional Practice	6	1	6

F8LC 12	Group Dance Performance	6	1	6
EZLN 11	Movement and Dance	5	2	12
D72N 12	Dance: Alternative	6	0.5	3
D72R 12	Dance: Contemporary	6	0.5	3
D72T 12	Dance: Jazz	6	0.5	3
D72P 12	Dance: Classical	6	0.5	3
D72V 12	Dance: Scottish	6	0.5	3
D72S 12	Dance: Ethnic	6	0.5	3
X03D 12	Higher Dance Practical Assignment	6	1	6
F3GB 12	Communication	6	1	6
F3GE 12	Working with Others	6	1	6
F3GC 12	Information and Communication Technology	6	1	6
F3GD 12	Problem Solving	6	1	6
D36H 12	Work Experience	6	1	6
F3F4 12	Performing Music on One Instrument or Voice	6	1	6
F3F4 11	Performing Music on One Instrument or Voice	5	1	6
FT2D 12	Intellectual Property *	6	1	6