



Arrangements for:

**NC Computer Arts and Animation at
SCQF level 5**

Group Award Code: GD2G 45

and

**NC Computer Arts and Animation at
SCQF level 6**

Group Award Code: GD2G 46

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1 Introduction

This is the Arrangements Document for the National Certificates in Computer Arts and Animation, at SCQF levels 5 and 6, which were validated in August 2011. This document includes: background information on the development of the Group Awards, their aims, guidance on access, details of the Group Award structures, and guidance on delivery.

These awards will afford candidates the opportunity to develop a range of drawing, animation and software skills appropriate to the creative industries, whilst also preparing them for progression to further study within the SCQF framework.

2 Rationale for the development of the Group Awards

The National Certificates in Computer Arts and Animation at SCQF levels 5 and 6 expand current SQA course provision at non-advanced levels and provide Further Education colleges with more articulation routes onto subject specific HNC and HND courses.

The Computer Arts and Animation awards are designed as feeder courses at SCQF levels 5 and 6 for Higher National programmes including:

- ◆ HN 3D Computer Animation
- ◆ HN Computer Art and Design
- ◆ HN Filmcraft and Animation
- ◆ HN Interactive Media
- ◆ HN Games Development

Many of the Units contained in the level 5 and 6 awards provide an initial grounding for Units which are delivered in greater depth in the above Higher National programmes.

Successful candidates who wish to progress to those given HN programmes will require a broad range of drawing, design and software skills, underpinned with essential theory knowledge. Together these will help build the foundations expected and required to work within the creative industry sector, or prepare candidates for more advanced study.

Each level of the award will provide candidates with varied and specific learning opportunities, which will allow them to progress at a pace and level which best meets their educational needs.

SCQF level 5

The National Certificate in Computer Arts and Animation at SCQF level 5 is predominantly skills and theory based, where the range of mandatory and optional Units available will afford candidates the opportunity to build and develop a broad range of drawing and design skills, on which to create computer generated, or physical models. The level 5 award will also provide candidates with the essential underpinning theory, knowledge and design principles which are associated with drawing and animation.

SCQF level 6

The National Certificate in Computer Arts and Animation at SCQF level 6 deepens and further enhances the skills and theory provided in the level 5 award. Essentially the level 6 award is more project based, thus providing the candidates with opportunities to adopt a more hands on approach to their learning. This is achieved through the implementation of contextualised tasks based on industry examples and will allow candidates to develop their analytical, planning and time management skills. The level 6 course is one articulation route from the level 5 award.

The awards are designed to be available to candidates who have had no formal certification or training. This will enable those with particular career aspirations to make choices regarding specific higher level courses within the SCQF framework.

Crucially, the awards at level 5 and level 6 will allow candidates to build and achieve a broad range of skills and knowledge which will prove highly beneficial should they choose to study at higher levels within the SCQF framework, or undertake employment in industry.

3 Aims of the Group Awards

The National Certificates in Computer Arts and Animation at SCQF level 5 and SCQF level 6 are designed to provide an entry level access point and progression path for candidates wishing to achieve specialist skills sets and knowledge bases which will allow them to progress to undergraduate HN programmes including:

- ◆ HN 3D Computer Animation
- ◆ HN Computer Art and Design
- ◆ HN Filmcraft and Animation
- ◆ HN Interactive Media
- ◆ HN Games Development

The awards *may* provide opportunities to enter employment, however, this is likely only where candidates have previously worked in the sector, or display exceptional ability.

3.1 Principal aims of the Group Awards

SCQF level 5

The SCQF level 5 award provides a structured and focused foundation, from which candidates can develop a logical and necessary set of 2D/3D drawing, design, and animation skills, as well as underpinning theory.

The principal aims of the level 5 award are to:

- 1 Introduce and develop a candidate's theory of knowledge and understanding on a range of basic 2D/3D drawing/animation techniques and principles.
- 2 Introduce and develop a candidate's creative skills in applying a range of 2D/3D drawing/animation techniques and principles.
- 3 Introduce and develop a candidate's knowledge and understanding of a range of different software applications and their ability in selecting and using them competently to complete specific tasks.
- 4 Develop a candidate's creativity and visual communication skills through knowledge of digital media creation and design processes.
- 5 Provide opportunities for a candidate to further develop Core Skills in *Information and Communication Technology (ICT), Communication, Numeracy, Problem Solving and Working with Others*.
- 6 Introduce and develop a candidate's knowledge of the Creative Industries and the various associated job roles and functions.
- 7 Prepare a candidate for progression to further study in NC Computer Arts and Animation at SCQF level 6, or to related employment.
- 8 Enhance the knowledge and competencies of a candidate who already has experience gained in the workplace.

SCQF level 6

The SCQF level award further deepens, reinforces and enhances the learning achieved at SCQF level 5, by introducing specific industry style project Units/briefs. These provide candidates with an appropriate vehicle by which to display their creative drawing, design and animation skills, as well as the opportunity to develop their analytical, planning and time management skills.

The principal aims of the level 6 award are to further reinforce and enhance the level 5 aims by:

- 1 Developing a candidate's theory knowledge and understanding on a range of 2D/3D drawing/animation techniques and principles.
- 2 Developing a candidate's creative skills in applying a range of 2D/3D drawing/animation techniques and principles.
- 3 Developing a candidate's knowledge and understanding of a range of different software applications and their ability in selecting and using them competently to complete specific tasks.
- 4 Developing further a candidate's creativity and visual communication skills through knowledge of digital media creation and design processes.
- 5 Providing opportunities for candidate's to develop their analytical, time and project management skills.
- 6 Providing opportunities for a candidate to further develop Core Skills in *Information and Communication Technology (ICT), Communication, Numeracy, Problem Solving and Working with Others*.
- 7 Developing a candidate's knowledge of the Creative Industries and the specific job roles and functions associated with them.
- 8 Preparing a candidate for progression to further study in HN programmes.

- 9 Preparing candidates for entry into employment.
- 10 Enhancing the knowledge and competencies of candidates who already have experience gained in the workplace.

3.2 General aims of the Group Awards

Other, general aims of the level 5 and level 6 awards are to:

- 1 Enable candidates' progression within the SCQF framework.
- 2 Develop candidates' personal qualities and attributes essential for success in working life, including employability and transferable skills.
- 3 Develop candidates' sense of physical, emotional and mental wellbeing.
- 4 Develop successful candidates who are motivated and think creatively and independently.
- 5 Develop confident candidates who can relate to others.
- 6 Develop effective contributors who can communicate in different ways, in different settings and with different people.
- 7 Develop candidates' vocational skills relating to the National Occupational Standards, while recognising that these awards are not intended to deliver occupational competence, which would be demonstrated in a work context.

The awards will meet these aims by firstly ensuring that through the mandatory core, all candidates will develop a sound knowledge and understanding of the underpinning theory knowledge.

3.3 Target groups

The National Certificate in Computer Arts and Animation at SCQF levels 5 and 6 is aimed primarily at school leavers and adults returning to education. It will be appropriate for those who have an interest and desire to further their knowledge and enhance their skills in all aspects of computer arts and animation.

3.4 Employment opportunities

The level 5 and level 6 National Certificate in Computer Arts and Animation award is essentially designed as a progressive course, allowing candidates to move onto a higher level within the SCQF framework. It is envisaged that the awards will not provide direct employment opportunities.

4 Access to Group Awards

Access to the National Certificates in Computer Arts and Animation is at the discretion of each centre. However, it is recommended that candidates have established levels of competence and knowledge as indicated by a combination of the qualifications given below.

National Certificate Computer Arts and Animation (SCQF level 5):

- ◆ Two or more NQ Units at SCQF level 4 or better
- ◆ Or equivalent qualifications or work/life experience
- ◆ Core Skills

National Certificate Computer Arts and Animation (SCQF level 6):

- ◆ National Certificate Computer Arts and Animation (SCQF level 5) or three or more Units at SCQF level 5 or better
- ◆ Or equivalent qualifications or work/life experience
- ◆ Core Skills

The recommended Core Skills entry requirements for the level 5 and level 6 awards are detailed in the table below.

Core Skill	Entry (SCQF level 5 award)	Entry (SCQF level 6 award)
Communication	SCQF level 3 or better	SCQF level 4 or better
Numeracy	SCQF level 3 or better	SCQF level 4 or better
ICT	SCQF level 4 or better	SCQF level 5 or better
Problem Solving	SCQF level 3 or better	SCQF level 4 or better
Working with Others	SCQF level 3 or better	SCQF level 4 or better

5 Group Award structures

5.1 Framework

The National Certificate Computer Arts and Animation awards at SCQF levels 5 and 6 consist of 12 credits (**72** SCQF points).

At SCQF level 5 there are 8 mandatory credits (**48** SCQF points) as set out in the tables below.

A wide range of optional Units are available from this award, either developed for these awards or drawn from other awards.

To gain the awards a candidate needs to achieve 7 credits at the level of the award.

NC Computer Arts and Animation (SCQF level 5)

Mandatory Units (6 credits required)

Unit title and code	SCQF credit points	SCQF level	SQA credit value
D6RC 11 Introduction to Computer Animation	6	5	1
F1KS 11 Computing: Digital Media Elements for Applications	6	5	1
F3GC 11 Information Communication Technology	6	5	1
*H235 75 Analysing Media Content	6	5	1
FH60 11 Creative Industries: An Introduction	6	5	1
Or H6MV 75 Creative Industries: An Introduction-	6	5	1

Scotland			
FV2L 11 Art and Design: Developmental Drawing	6	5	1

*Refer to history of changes for revision details.

Mandatory Option Group 1 (1 credit required)

Unit title and code	SCQF credit points	SCQF level	SQA credit value
F3GF 10 Numeracy Or H225 74 Numeracy	6	4	1
F3GF 11 Numeracy Or H225 75 Numeracy	6	5	1

Mandatory Option Group 2 (1 credit required)

F3GB 10 Communication Or H23W 74 Literacy	6	4	1
F3GB 11 Communication Or H23W 75 Literacy	6	5	1

The completion of these mandatory Units provides 48 SCQF credit points.

Optional Units (4 credits required)

Unit title and code		SCQF credit points	SCQF level	SQA credit value
F1KB 11	Computing: Animation Fundamentals	6	5	1
F51L 11	Art and Design: Life Drawing	6	5	1
F1KT 11	Digital Media: Audio Editing	6	5	1
F1KV 11	Digital Media: Video Editing	6	5	1
D969 11	Computer Applications: Design	6	5	1
F916 11	Computer Games: Media Assets	6	5	1
D173 11	Computer Graphics	6	5	1
F9VJ 11	Art and Design: Introduction to Graphic Design	6	5	1
F5BW 11	Art and Design: Sketchbook Development — Thematic Studies	6	5	1
D947 11	Drawing Skills: Analytical Drawing	6	5	1
D951 11	Drawing Skills: Line and Tone Techniques	6	5	1
DF16 11	Media Production	6	5	1
F5BT 11	Art and Design: Animation Skills	6	5	1
F5BR 11	Art and Design: Digital Video Skills	6	5	1
F5BP 11	Art and Design: Web Content	6	5	1
F5CN 11	Art and Design: Project	6	5	1
FN8Y 11	Character Creation	6	5	1
FV2N 11	Animation: An Introduction to Lighting	6	5	1
D11W 11	Mathematics: Algebra Analysis 1	6	5	1
FN8T 11	Narrative Design and Development	6	5	1
FN91 11	3D Modelling and Animation: An Introduction	6	5	1
F3GE 11	Working with Others	6	5	1
F1JT 10	Digital Media: Audio Acquisition	6	4	1
F1JW 10	Digital Media: Video Acquisition	6	4	1
F1JY 10	Digital Media: Still Image Acquisition	6	4	1
F5CE 12	Art and Design Colour	6	6	1

NC Computer Arts and Animation (SCQF level 6)

Mandatory Units (5 credits required)

Unit title and code	SCQF credit points	SCQF level	SQA credit value
F5CD 12 Art and Design: Analytical Drawing	6	6	1
F3SW 12 Computing: Digital Media Elements for Applications	6	6	1
F3GC 12 Information Communication Technology	6	6	1
F5C9 12 Art and Design: Software Skills	6	6	1
F5CN 11 Art and Design: Project	6	5	1

Mandatory Option Group 1 (1 credit required)

F3GF 11 Numeracy Or H225 75 Numeracy	6	5	1
F3GF 12 Numeracy	6	6	1

Mandatory Option Group 2 (1 credit required)

F3GB 11 Communication Or H23W 75 Communication	6	5	1
F3GB 12 Communication	6	6	1

The completion of these mandatory Units provides of 42 SCQF credit points.

Optional Units (5 credits required)

Unit title and code		SCQF credit points	SCQF level	SQA credit value
F9X1 12	Art and Design Drawing Skills — Analytical Drawing	6	6	1
F5C6 12	Art and Design: Animation Project	6	6	1
F5CM 12	Art and Design: Sketchbook Development	6	6	1
F5CE 12	Art and Design Colour	6	6	1
F5CH 12	Art and Design: Digital Media	6	6	1
F5CG 12	Art and Design: Developmental Drawing	6	6	1
F8KM 12	Photography: Digital Imaging	6	6	1
D6TX 12	Media Studies: Film	6	6	1
F9XC 12	Art and Design Creative 2D Composition	6	6	1
F5C4 12	Art and Design: Video Project	6	6	1
F5CC 12	Art and Design: 3D Skills Development	6	6	1
F5C3 12	— Art and Design: Web Project	6	6	1
F5CJ 12	Art and Design: Exploratory Media Handling	6	6	1
F9VT 12	Art and Design: Graphic Design — Corporate Identity 2	6	6	1
FV2T 12	Animation: Lighting	6	6	1
FV2R 12	3D: Object Design	6	6	1
FV2W 12	Animation: Atmospheric Effects	6	6	1
ED51 12	Mathematics: Algebra Analysis 2	6	6	1
F3GE 12	Working with Others	6	6	1
FH60 11	Creative Industries: An Introduction	6	5	1
or H6MV 75	Creative Industries: An Introduction-Scotland	6	5	1
F9XE 13	Art and Design Visual Presentation	6	7	1

5.2 Core Skills

Core Skills are developed in these awards in several ways. The Core Skills of *Communication*, *Numeracy* and *ICT* are certificated through discrete Units in the mandatory sections at both level 5 and 6.

The entry and exit levels of these three Core Skills were derived through industry consultation and with reference to the entry level required for the Higher National courses into which these awards provide progression.

The Core Skills Entry and Exit profile is outlined in the table below.

Core Skill	Level 5 Award Entry	Level 5 Award Exit	Level 6 Award Entry	Level 6 Award Exit
Communication	SCQF level 3 or better	SCQF level 4 or better	SCQF level 4 or better	SCQF level 5 or better
Numeracy	SCQF level 3 or better	SCQF level 4 or better	SCQF level 4 or better	SCQF level 5 or better
ICT	SCQF level 4 or better	SCQF level 5 or better	SCQF level 5 or better	SCQF level 6
Problem Solving	SCQF level 3 or better	SCQF level 4 or better Signposted, may not be certificated	SCQF level 4 or better	SCQF level 5 or better Signposted, may not be certificated
Working with Others	SCQF level 3 or better	SCQF level 4 or better Signposted, may not be certificated	SCQF level 4 or better	SCQF level 5 or better Signposted, may not be certificated

For a direct Unit mapping for Core Skills, please see Appendix A — Core Skills Unit mapping.

5.3 Mapping Information

5.3.1 National Occupational Standards (NOS)

The National Certificate in Computer Arts and Animation is mapped against the National Occupational Standards for the sector.

For a complete Unit mapping to the NOS, please see Appendix B — National Occupational Standards Unit mapping.

5.3.2 Principal aims

The Units contained within the awards are closely mapped to the Principal aims.

For a complete Unit mapping to the Principal aims, please see Appendix C — Principal aims Unit mapping.

5.4 Articulation

Articulation routes are outlined within this document, however it is highly expected that a successful candidate will progress to a course at a higher level within the SCQF framework.

The Group Awards provide a progression from basic skills in art and animation, which may be possessed by a school leaver or an adult returner to education, towards a higher level of knowledge and understanding and skills. These skills will prepare candidates for further study in art, animation and digital media related subjects. The availability of a wide range of optional Units at SCQF levels 4, 5, 6 and 7 provides candidates with the additional opportunity to progress in selected subjects such as:

- ◆ *Art and Design: Web Content*
- ◆ *Art and Design: Colour*
- ◆ *Digital Media: Video Editing*
- ◆ *Computer Applications: Design*

6 Approaches to delivery and assessment

The majority of Units in these awards are largely practical in nature. For many Units the underpinning knowledge and understanding will be drawn together in a single Outcome, while the remaining Outcomes in the Unit will require performance or product evidence, placing the focus on candidate activity.

The Group Awards are aimed at a client group with a basic level of knowledge and understanding of computer arts and animation who wish to develop their knowledge and skills in the specialist areas of computer artists, designers and animators. This group would typically be school leavers or adult returners

Delivery and assessment

These Group Awards can be offered in full-time or part-time modes as suggested below.

Full-time

A Group Award offered in this mode would likely run for over a 9 month period with candidates undertaking a minimum of four Units per week (3 hours per Unit each week), based on a 3-block educational year.

Full-time fast track

A Group Award offered in this mode would likely run over an intense 6 month period with candidates undertaking a minimum of three Units per week (6 hours per Unit each week), based on a 3-block educational year.

Part-time (day or evening)

A cluster within the National Certificate in Computer Arts and Animation (SCQF level 5) could be offered on a part-time basis. Embedded in the Group Award is the National Progression Award in Art and Design: Digital Media (G96V 45 — SCQF level 5) which comprises three Units. This could be completed over a 16 week evening period with candidates undertaking 2 credits per week for 11 weeks (3 hours per Unit, per week) and 1 credit over 5 weeks (6 hours for 1 Unit, each week).

The Units in the awards have been designed to evidence knowledge and understanding as well as practical ability. Where knowledge and understanding is being assessed it would be acceptable and encouraged for centres to facilitate electronic means of assessment when possible. In the case of assessing practical activity centres would be encouraged to approve the use of web 2.0 technologies to assist in the generation of e-portfolios and checklists. Centres are encouraged to adhere to any guidelines put in place by SQA when using this means of assessing and ensure assessor authentication of the performance and product evidence. Given the practical nature of the vast proportion of the award it is unlikely that these awards could be delivered entirely by e-learning.

Programme Delivery Exemplar (SCQF level 5)

Centres can manage the order of delivery as appropriate to suit local requirements. An example delivery schedule is shown below, for a programme orientated towards interests in digital animation and art and design, at SCQF level 5. It is based on a 3-block delivery.

Block 1 (delivers 5 credits, 4 at level 5, 1 at level 6)

Introduction to Animation (SCQF level 5)
Development Drawing (SCQF level 5)
Art and Design Colour (SCQF level 6)
Computing: Digital Media Elements for Applications (SCQF level 5)
Information and Communication Technology (SCQF level 5)

Block 2 (delivers 4 credits, 3 at level 5, 1 at level 4)

Art and Design: Animation Skills* (SCQF level 5)
Art and Design: Digital Video Skills* (SCQF level 5)
Communication (SCQF level 4)
Media Analysis: Fiction (SCQF level 5)

Block 3 (delivers 3 credits, 2 at level 5, 1 at level 4)

Numeracy (SCQF level 4)

Art and Design: Introduction to Graphic Design (SCQF level 5)

Art and design: Web Content* (SCQF level 5)

Total = 12 credits (9 at SCQF level 5, 2 at level 4 and 1 at level 6).

Award = National Certificate in Computer Arts and Animation (GD2G 45)/

*National Progression Award Art and Design: Digital Media (G96V 45), both at SCQF level 5.

(This delivery example incorporates the Units comprising NPA Art and Design: Digital Media (G96V 45), the relevant Units are marked with an asterisk).

In this example, the essential theory knowledge and skills are introduced in Block 1. These include:

- ◆ Basic drawing
- ◆ Utilising software applications
- ◆ Colour theory
- ◆ Animation theory

The Block 2 delivery allows candidates to further enhance their software skills, in particular, video and animation creation. They will also have the opportunity to gain theory, knowledge and to conduct research related to specific areas of animation eg cartoon shorts, film, advertising.

The Block 3 Units give scope to further enhance software and design skills. This is achieved through *Art and Design: Introduction to Graphic Design* — (F9VJ 11), in which candidates create content for specific platforms, including the internet.

Teaching staff at delivering centres will have the opportunity to undertake a variety of different learning, teaching and assessment approaches to the delivery of these awards. This could involve the integration of Units to meet the requirements of one main project or client brief.

The given delivery example could be achieved using an industry style web project in Block 3. Blocks 1 and 2 would allow the candidates to develop the theory knowledge which underpins computer art and animation, whilst also allowing scope to create a variety of different media assets which could be integrated into the Block 3 web project.

Alternatively, the teacher at the delivering centre may opt to use smaller discrete individual projects/briefs to reinforce and consolidate learning.

The inclusion of the Units comprising Art and Design: Digital Media NPA (G96V 45) provides successful candidates with an additional standalone qualification.

Programme Delivery Exemplar (SCQF level 6)

Centres can manage the order of delivery as appropriate to suit local requirements. An example delivery schedule is shown below, for a programme orientated towards interests in digital animation and art and design, at SCQF level 6. It is based on a 3-block delivery.

Block 1 (delivers 4 credits, 2 at level 5, 2 at level 6)

3D Modelling and Animation: An Introduction (SCQF level 5)
Art and Design: Analytical Drawing (SCQF level 6)
Communication (SCQF level 5)
Computing: Digital Media Elements for Applications (SCQF level 6)

Block 2 (delivers 4 credits, 1 at level 5, 3 at level 6)

Numeracy (SCQF level 5)
Animation: Lighting (SCQF level 6)
Art and Design: Software Skills (SCQF level 6)
Art and design: Project (SCQF level 6)

Block 3 (delivers 4 credits: 4 at level 6)

Information Communication Technology (SCQF level 6)
Art and Design: Web Project (SCQF level 6)
Art and Design: 3D Skills Development (SCQF level 6)
3D: Object Design (SCQF level 6)

Total = 12 credits (9 at SCQF level 6, 3 at level 5).

Award = National Certificate in Computer Arts and Animation (GD2G46) at SCQF level 6.

NOTE: in most full-time, non-advanced programmes, centres will normally deliver 12 credits. Centres can draw from other Units in the options list or any other Units that suit the client group.

In the Block 1 example shown above, candidates will have the opportunity to enhance their drawing and software skills whilst also developing new skills in 3D. This will be achieved through the following Units:

- ◆ *3D Modelling and Animation*
- ◆ *Digital Media Elements for Applications*
- ◆ *Analytical Drawing*

Block 2 gives scope to further enhance candidates' software skills, as well as developing theory and practical skills in the use of light in their art and animation projects. This will be achieved through the following Units:

- ◆ *Animation: Lighting*
- ◆ *Art and Design: Software Skills*
- ◆ *Art and Design: Project*

Block 3 Units afford candidates scope to further enhance their 3D design skills. This is achieved through the Units of:

- ◆ *3D: Object Design*
- ◆ *3D Skills Development*

Teaching staff at delivering centres will have the opportunity to undertake a variety of different learning, teaching and assessment approaches to the delivery of these awards. This could involve the integration of Units to meet the requirements of one main project or client brief.

The delivery example given for SCQF level 6, could be achieved using an industry style web project in Block 3.

Alternatively the teacher at the delivering centre may opt to use smaller discrete individual projects/briefs to reinforce and consolidate learning.

The inclusion of Core Skill Units will also provide ample opportunity for contextualisation of assessment tasks which can be easily tailored to suit computer art and animation scenarios. This will also allow candidates to raise their Core Skills profile.

The *Communication* Unit could ideally be contextualised for developing a character or story narrative, whilst the *ICT* Unit could be used to help reinforce the learning of course specific software and the developing of effective searching techniques and strategies.

The *Numeracy* Unit can also be readily adapted to fit computer art and animation scenarios. For example, the candidates could perform calculations for frames per second, image compression, and/or file sizes.

Alternatively the *Numeracy* Unit could be taught from a freelance artist/animator point of view, which could involve the candidates being taught how to price jobs and generate invoices detailing hourly rate, VAT and cost.

Transferable, entrepreneurial and soft skills could also be introduced through the use of a centre devised enterprise Unit, where candidates could actively engage with outside agencies and organisations. Such scenarios could involve candidates working in teams to help raise monies for local or international charities. Enterprise Units would also help address and meet the four capacities of the Curriculum for Excellence.

Examples of Art and Animation enterprise activities could involve candidates designing and creating a range of advertising media/merchandise for charities or local businesses. These could include promotional videos, websites and banners, animations, and/or branding and merchandise material.

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 Certificates in Computer Arts and Animation at SCQF levels 5 and 6 are intended to prepare you for progression to further study within the Scottish Credit and Qualifications Framework.

The awards will be suitable for you if you have just left school, are an adult returning to education or have an interest in learning about animation.

These specific awards provide a good foundation on which to further your knowledge and skills in computer arts and animation. They will prepare you for more advanced study and will also provide an access point onto a suitable HNC, HND or degree programme, should you wish to continue your studies.

Examples of HN courses which you could progress onto include:

- ◆ HN 3D Computer Animation
- ◆ HN Computer Art and Design
- ◆ HN Filmcraft and Animation
- ◆ HN Interactive Media
- ◆ HN Games Development

While job opportunities are a possibility, it is more likely that upon completion of either the level 5 or level 6 National Certificate, you would progress to further study. Successful completion of either level of NC will help you decide which vocational area is right for you.

The mandatory and optional Units within the awards will allow you to gain a broad understanding of the differing job roles and specific functions performed by computer artists and animators within industry.

There will also be opportunities to develop and implement practical drawing and design skills, whilst also learning the theory and principles that underpin them.

The courses include Units and projects which mirror industry style situations and scenarios. These Units may require you to work with other people as part of a team, plan activities and work to deadlines. This will give you a good understanding of what the creative industry and employers expect from their employees.

The optional Units of both the level 5 and level 6 courses will in most cases be chosen by the course leader at the delivering centre where you choose to study.

The optional Units of the level 5 and level 6 awards offer a broad range of learning. These range from SCQF level 4 (Intermediate 1) to SCQF level 7 (Advanced Higher).

Core Skills

Both awards provide opportunities for you to develop Core Skills. The 5 Core Skills are:

- ◆ *Communication*
- ◆ *Numeracy*
- ◆ *Information and Communication Technology (ICT)*
- ◆ *Problem Solving*
- ◆ *Working with Others*

These skills are beneficial to your everyday life and are highly valued by employers in industry.

NC Computer Arts and Animation at SCQF level 5

The level 5 award is a broad introduction course to computer arts and animation. The award contains eight mandatory Units, and in addition to these you must complete a further four Units from the list of options. These will make up the required 12 Unit credits which are needed to achieve the National Certificate. It should be noted that a minimum of 7 Unit credits must be achieved at SCQF level 5.

The SCQF level 5 course will be suitable for you if you have no prior experience of drawing and using computer software applications. The course will allow you to develop these skills and prepare you for further study at a higher level.

NC Computer Arts and Animation at SCQF level 6

The NC Computer Arts and Animation at level 6 is suitable for you if you have some previous knowledge and experience of art and design, and/or animation courses. The award contains seven mandatory Units, and in addition to these you must complete a further five Units from the list of options.

These will make up the required 12 Unit credits which are needed to complete the National Certificate. It should be noted that a minimum of 7 Unit credits must be achieved at SCQF level 6.

The SCQF level 6 course has a focus towards project work and will further enhance your drawing, design and software skills.

9 Glossary of terms

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 A — Core Skills Unit mapping

Appendix B — National Occupational Standards Unit mapping

Appendix C — Principal aims Unit mapping

Appendix A: Core Skills Unit mapping

KEY: S = Sign Posted E = Embedded

														
				Communication		Numeracy		ICT		Problem Solving			Working with Others	
SQA Unit code and Unit title	M/O	SCQF level	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	
1 D6RC 11 — Introduction to Computer Animation	M	5		S	S			S						
2 F1KS 11 — Computing: Digital Media Elements for Applications	M	5	S	S			S	S				S		
3 F3GC 11 — Information Communication Technology	M	5	S	S			E	E	S	S	S			
4 DF14 11 — Media Analysis: Fiction	M	5	S	S					E(5)					

				Communication		Numeracy		ICT		Problem Solving			Working with Others	
	Unit code and Unit title	M/O	SCQF level	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
5	FH60 11 — Creative Industries: An Introduction	M	5	S	S			S	S				S	S
6	FV2L 11 Art and Design: Development Drawing	M	5											
7	F3GF 10 — Numeracy	M	4			E	E							
8	F3GB 10 — Communication	M	4	E	E									
Level 5 Optional Units														
1	F1KB 11 — Computing Animation: Fundamentals	O	5							S	S	S	S	S
2	F51L 11 — Art and Design Life Drawing	O	5	S	S					S	S	S		

	Unit code and Unit title	M/O	SCQF level	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
3	F1KT 11 — Digital Media: Audio Editing	O	5	S	S	S		S	S	S	S	S		
4	F1KV 11 — Digital Media: Video Editing	O	5	S	S		S	S	S	S	S	S	S	S
5	D969 11 — Computer Applications: Design	O	5	S	S		S		S		S	S	S	S
6	F916 11 — Computer Games: Media Assets	O	5					S	S	S	S	S	S	S
7	D173 11 — Computer Graphics	O	5	S	S			E(4)	E(4)					
8	F9VJ 11 — Art and Design Introduction to Graphic Design	O	5	S	S					S	S	S		
9	F5BW 11 — Art and Design: Sketchbook Development — Thematic Studies	O	5							S	S	S		

	Unit code and Unit title	M/O	SCQF level	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
10	D947 11 — Drawing Skills: Analytical Drawing	O	5							S	S	S		
11	D951 11 — Drawing Skills: Line and Tone Techniques	O	5							S	S	S		
12	DF16 11 — Media Production	O	5	S	S			S	S	E(5)	E(5)	E(5)	E(5)	
13	F5BT 11 — Art and Design: Animation Skills	O	5	S	S			S	S	S	S	S		E(5)
14	F5BR 11 — Art and Design: Digital Video Skills	O	5	S	S	S	S	S	S	S	S	S		
15	F5BP 11 — Art and Design: Web Content	O	5					S	S	S	S	S		
16	F5CN 11 — Art and Design: Project	O	5	S	S			S	S	E(5)	E(5)	S		

	Unit code and Unit title	M/O	SCQF level	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
17	FN8Y 11 Character Creation	O	5	S	S			S	S	S	S	S		
18	FV2N 11 Animation: An Introduction to Lighting	O	5							E(5)	E(4)			
19	D11W 11 – Mathematics: Algebra Analysis 1	O	5			S	S							
20	FN8T 11 Narrative Design and Development	O	5	S	S			S	S	S	S	S		
21	FN91 11 — 3D Modelling and Animation: An Introduction	O	5			S	S	S	S	S	S	S		
22	F3GE 11 — Working with Others	O	5										E	E
23	F1JT 10 — Digital Media: Audio Acquisition	O	4	S	S					S	S	S		
24	F1JW 10 — Digital Media: Video Acquisition	O	4	S	S					S	S	S	S	S
25	F1JY 10 — Digital Media: Still Image Acquisition	O	4	S	S					S	S	S	S	S
26	F5CE 12 — Art and Design Colour	O	6	S	S					S	S	S		

Core Skills — Level 6: Mandatory and optional Units mapping grid

														
				Communication		Numeracy		ICT		Problem Solving			Working with Others	
Unit code and Unit title	M/O	SCQF level	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	
1 F5CD 12 — Art and Design: Analytical Drawing	M	6	S	S					S	S	S			
2 F3SW 12 — Computing: Digital Media Elements for Applications	M	6	S	S					S	S	S	S	S	
3 F3GC 12 — Information Communication Technology	M	6	S	S			E	E	S	S	S			
4 F5C9 12 — Art and Design: Design: Software Skills	M	6					S	S	S	S	S			


	Unit code and Unit title	M/O	SCQF level	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
5	F5CN 11 — Art and Design: Project	M	5	S	S			S	S	E(5)	E(5)	S		
6	F3GF 11 — Numeracy	M	5			E	E							
7	F3GB 11 — Communication	M	5	E	E									
level 6 Optional Units														
1	F9X1 12 — Art and Design Drawing Skills — Analytical Drawing	O	6	S	S					S	S	S		
2	F5C6 12 — Art and Design: Animation Project	O	6	S	S			S	S	S	S	S		

	Unit code and Unit title	M/O	SCQF level	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
3	F5CM 12 — Art and Design: Sketchbook Development	O	6	S	S					S	S	S		
4	F5CE 12 — Art and Design Colour	O	6	S	S					S	S	S		
5	F5CH 12 — Art and Design: Digital Media	O	6	S	S			S	S	S	S	S		
6	F5CG 12 — Art and Design: Developmental Drawing	O	6	S	S					S	S	S		
7	F8KM — Photography: Digital Imaging	O	6	S	S			S	S					
8	D6TX 12 — Media Studies: Film	O	6	S	S									

	Unit code and Unit title	M/O	SCQF level	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
9	F9XC 12 — Art and Design Creative 2D Composition	O	6	S	S					S	S	S		
10	F5C4 12 — Art and Design: Video Project	O	6	S	S			S	S	S	S	S		
11	F5CC 12 — Art and Design: 3D Skills Development	O	6	S	S					S	S	S		
12	F5C3 12 — Art and Design: Web Project	O	6	S	S			S	S	S	S	S		
13	F5CJ 12 — Art and Design: Exploratory Media Handling	O	6	S	S			S	S	S	S	S	S	S
14	F9VT 12 — Art and Design: Graphic Design — Corporate Identity 2	O	6	S	S					S	S	S		
15	FV2N 11 Animation: An Introduction to Lighting	O	6							E(5)	E(4)			

	SQA Unit code and Unit title	M/O	SCQF level	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
16	FV2R 12 3D Object Design	O	6											
17	FV2W 12 Animation: Atmospheric Effects	O	6											
18	ED51 12 — Mathematics: Algebra Analysis 2	O	6			S	S							
19	F3GE 12 — Working with Others	O	5										E	E
20	FH60 11 — Creative Industries: An Introduction	O	5	S	S			S	S				S	S
21	F9XE 13 — Art and Design Visual Presentation	O	7	S	S			S	S	S	S	S		
22	FV2T 12 Animation: Lighting	O	6							E(6)	E(4)			

Appendix B: National Occupational Standards Unit mapping

	
Unit No	Unit Title
ANIM 1	Work Effectively In Animation
ANIM 2	Manage and Store Assets
ANIM 3	Conceptualise And Direct The Product
ANIM 4	Evaluate Proposed Ideas Prior to Production
ANIM 5	Identify and Secure Intellectual Property Rights
ANIM 6	Secure Funding for the Production
ANIM 7	Write a Script
ANIM 8	Create Designs
ANIM 9	Visualise The Script
ANIM 10	Edit Timings
ANIM 11	Create 2D Assets For Production
ANIM 12	Create 2D Animation
ANIM 13	Finalise Artwork for 2D Animation
ANIM 14	Set Up 3D Elements For Animation
ANIM 15	Create 3D Animation
ANIM 16	Render 3D Animation
ANIM 17	Build Characters (Models) for Stop Motion Animation
ANIM 18	Set Up Lighting and Cameras For Stop Motion Animation
ANIM 19	Create Stop Motion Animation
ANIM 20	Supervise Filming for Visual Effects
ANIM 21	Create Digital Visual Effects
ANIM 22	Composite Animation
ANIM 23	Manage the Production Process

Computer Arts and Animation (SCQF level 5) Mandatory Units			ANIM 1	ANIM 2	ANIM 3	ANIM 4	ANIM 5	ANIM 6	ANIM 7	ANIM 8	ANIM 9	ANIM 10	ANIM 11	ANIM 12	ANIM 13	ANIM 14	ANIM 15	ANIM 16	ANIM 17	ANIM 18	ANIM 19	ANIM 20	ANIM 21	ANIM 22	ANIM 23
M/O		SQA Unit code and title																							
1	M	D6RC 11 — Introduction to Computer Animation	X											X			X								
2	M	F1KS 11 — Computing: Digital Media Elements for Applications	X	X			X						X	X						X		X			
3	M	F3GC 11 — Information Communication Technology																							
4	M	DF14 11 — Media Analysis: Fiction	X																						
5	M	FH60 11 — Creative Industries: An Introduction	X																						
6	M	FV2L 11 — Development Drawing	X							X			X												
7	M	F3GF 10 — Numeracy																							

Computer Arts and Animation (SCQF level 5) Mandatory Units			ANIM 1	ANIM 2	ANIM 3	ANIM 4	ANIM 5	ANIM 6	ANIM 7	ANIM 8	ANIM 9	ANIM 10	ANIM 11	ANIM 12	ANIM 13	ANIM 14	ANIM 15	ANIM 16	ANIM 17	ANIM 18	ANIM 19	ANIM 20	ANIM 21	ANIM 22	ANIM 23
M/O	SQA Unit code and title																								
8	M	F3GB 10 — Communication																							

Computer Arts and Animation (SCQF level 5) Optional Units		ANIM 1	ANIM 2	ANIM 3	ANIM 4	ANIM 5	ANIM 6	ANIM 7	ANIM 8	ANIM 9	ANIM 10	ANIM 11	ANIM 12	ANIM 13	ANIM 14	ANIM 15	ANIM 16	ANIM 17	ANIM 18	ANIM 19	ANIM 20	ANIM 21	ANIM 22	ANIM 23
M/O	SQA Unit code and title																							
1	O F1KB 11 — Computing Animation: Fundamentals	X										X	X										X	
2	O F51L 11 — Art and Design Life Drawing	X										X												
3	O F1KT 11 — Digital Media: Audio Editing	X									X													
4	O F1KV 11 — Digital Media: Video Editing	X																					X	
5	O D969 11 — Computer Applications: Design	X	X																					
6	O F916 11 — Computer Games: Media Assets	X				X			X			X			X									
7	O D173 11 — Computer Graphics	X													X	X	X						X	
8	O F9VJ 11 — Art and Design Introduction to Graphic Design	X		X					X			X												

Computer Arts and Animation (SCQF level 5) Optional Units		ANIM 1	ANIM 2	ANIM 3	ANIM 4	ANIM 5	ANIM 6	ANIM 7	ANIM 8	ANIM 9	ANIM 10	ANIM 11	ANIM 12	ANIM 13	ANIM 14	ANIM 15	ANIM 16	ANIM 17	ANIM 18	ANIM 19	ANIM 20	ANIM 21	ANIM 22	ANIM 23
M/O	SQA Unit code and title																							
9	O F5BW 11 — Art and Design: Sketchbook Development Thematic Studies	X							X			X			X							X		
10	O D947 11 — Drawing Skills: Analytical Drawing	X							X			X		X										
11	O D951 11 — Drawing Skills: Line and Tone Techniques	X												X										
12	O F51L 11 — Art and Design: Life Drawing	X										X		X										
13	O DF16 11 — Media Production	X		X																				X
14	O F5BT 11 — Art and Design: Animation Skills	X							X			X	X	X	X	X			X					
15	O F5BR 11 — Art and Design: Digital Video Skills	X	X																				X	
16	O F5BP 11 — Art and Design: Web Content	X	X						X															

Computer Arts and Animation (SCQF level 5) Optional Units		ANIM 1	ANIM 2	ANIM 3	ANIM 4	ANIM 5	ANIM 6	ANIM 7	ANIM 8	ANIM 9	ANIM 10	ANIM 11	ANIM 12	ANIM 13	ANIM 14	ANIM 15	ANIM 16	ANIM 17	ANIM 18	ANIM 19	ANIM 20	ANIM 21	ANIM 22	ANIM 23	
M/O	SQA Unit code and title																								
17	O F5CN 11 — Art and Design: Project	X	X	X	X				X			X												X	
18	O FN8Y 11 Character Creation	X							X	X		X			X										
19	O FV2N 11 Animation: An Introduction to Lighting	X							X			X					X						X	X	
20	O D11W 11 – Mathematics: Algebra Analysis 1																								
21	O FN8T 11 — Narrative Design and Development	X							X	X															

Computer Arts and Animation (SCQF level 6) Mandatory Units			ANIM 1	ANIM 2	ANIM 3	ANIM 4	ANIM 5	ANIM 6	ANIM 7	ANIM 8	ANIM 9	ANIM 10	ANIM 11	ANIM 12	ANIM 13	ANIM 14	ANIM 15	ANIM 16	ANIM 17	ANIM 18	ANIM 19	ANIM 20	ANIM 21	ANIM 22	ANIM 23
M/O	SQA Unit code and title																								
1	M	F5CD 12 — Art and Design: Analytical Drawing	X							X			X		X										
2	M	F3SW 12 — Computing: Digital Media Elements for Applications	X	X			X			X	X		X	X		X	X							X	
3	M	F3GC 12 — Information Communication Technology																							
4	M	F5C9 12 Art and Design: Software Skills	X							X			X												
5	M	F5CN 11 — Art and Design: Project	X	X	X	X				X			X	X	X	X	X								X
6	M	F3GF 11 — Numeracy																							
7	M	F3GB 11 — Communication																							

Computer Arts and Animation (SCQF level 6) Optional Units			ANIM 1	ANIM 2	ANIM 3	ANIM 4	ANIM 5	ANIM 6	ANIM 7	ANIM 8	ANIM 9	ANIM 10	ANIM 11	ANIM 12	ANIM 13	ANIM 14	ANIM 15	ANIM 16	ANIM 17	ANIM 18	ANIM 19	ANIM 20	ANIM 21	ANIM 22	ANIM 23
M/O		SQA Unit code and title																							
1	O	F9X1 12 — Art and Design Drawing Skills — Analytical Drawing	X							X			X		X										
2	O	F5C6 12 — Art and Design: Animation Project	X	X						X			X	X		X	X	X						X	
3	O	F5C9 12 — Art and Design: Design: Software Skills	X												X	X	X						X	X	
4	O	F5CM 12 — Art and Design: Sketchbook Development	X							X			X			X				X					
5	O	F5CE 12 — Art and Design Colour	X							X			X		X										
6	O	F5CH 12 — Art and Design: Digital Media	X							X			X												
7	O	F5CG 12 — Art and Design: Developmental Drawing	X							X			X		X										

Computer Arts and Animation (SCQF level 6) Optional Units		ANIM 1	ANIM 2	ANIM 3	ANIM 4	ANIM 5	ANIM 6	ANIM 7	ANIM 8	ANIM 9	ANIM 10	ANIM 11	ANIM 12	ANIM 13	ANIM 14	ANIM 15	ANIM 16	ANIM 17	ANIM 18	ANIM 19	ANIM 20	ANIM 21	ANIM 22	ANIM 23
M/O	SQA Unit code and title																							
8	O F8KM 12 Photography: Digital Imaging	X	X																					
9	O D6TX 12 — Media Studies: Film	X						X		X														
10	O F9XC 12 — Art and Design Creative 2D Composition	X							X			X		X										
11	O F5C4 12 — Art and Design: Video Project	X	X							X														
12	O F5CC 12 — Art and Design: 3D Skills Development	X													X	X	X					X	X	
13	O F5C3 12 — Art and Design: Web Project	X	X						X	X														
14	O F5CJ 12 — Art and Design: Exploratory Media Handling	X							X															
15	O F9VT 12 — Art and Design: Graphic Design — Corporate Identity 2	X	X						X			X		X										

Computer Arts and Animation (SCQF level 6) Optional Units		ANIM 1	ANIM 2	ANIM 3	ANIM 4	ANIM 5	ANIM 6	ANIM 7	ANIM 8	ANIM 9	ANIM 10	ANIM 11	ANIM 12	ANIM 13	ANIM 14	ANIM 15	ANIM 16	ANIM 17	ANIM 18	ANIM 19	ANIM 20	ANIM 21	ANIM 22	ANIM 23
M/O	SQA Unit code and title																							
16	O FV2N 11 Animation: An Introduction to Lighting	X							X						X		X					X	X	
17	O FV2R 12 3D Object Design	X	X												X	X	X					X	X	
18	O FV2W 12 Animation: Atmospheric Effects	X	X						X						X	X	X		X			X	X	
19	O ED51 12 — Mathematics: Algebra Analysis 2																							
20	O F9XE 13 — Art and Design Visual Presentation	X							X															
21	O F3GE 12 — Working with Others																							

Appendix C: Principal aims Unit mapping (SCQF level 5)

		Principal aims							
SQA Unit code and title		1	2	3	4	5	6	7	8
1	D6RC 11 — Introduction to Computer Animation	x	x			x		x	x
2	F1KS 11 — Computing: Digital Media Elements for Applications		x	x	x	x		x	x
3	F3GC 11 — Information Communication Technology		x	x		x		x	x
4	DF14 11 — Media Analysis: Fiction				x	x		x	x
5	FH60 11 — Creative Industries: An Introduction				x	x	x	x	x
6	FV2L 12 — Development Drawing	x	x	x	x	x		x	
7	F3GF 10 — Numeracy					x		x	x
8	F3GB 10 — Communication					x		x	x
Level 5 Optional Units									
1	F1KB 11 — Computing Animation: Fundamentals	x	x	x	x	x		x	x
2	F51L 11 — Art and Design Life Drawing	x	x			x		x	x
3	F1KT 11 — Digital Media: Audio Editing			x	x	x	x	x	x
4	F1KV 11 — Digital Media: Video Editing			x	x	x	x	x	x
5	D969 11 — Computer Applications: Design			x	x		x	x	x
6	F916 11 — Computer Games: Media Assets		x	x	x	x	x	x	x
7	D173 11 — Computer Graphics	x	x	x	x	x	x	x	x
8	F9VJ 11 — Art and Design Introduction to Graphic Design	x	x	x	x	x	x	x	x
9	F5BW 11 — Art and Design: Sketchbook Development — Thematic Studies	x	x		x	x		x	x
10	D947 11 — Drawing Skills: Analytical Drawing	x	x		x	x		x	x
11	D951 11 — Drawing Skills: Line and Tone Techniques	x	x		x	x		x	x
12	DF16 11 — Media Production				x	x	x	x	x
13	F5BT 11 — Art and Design: Animation Skills	x	x	x	x	x		x	x
14	F5BR 11 — Art and Design: Digital Video Skills			x	x	x	x	x	x

		Principal aims							
SQA Unit code and title		1	2	3	4	5	6	7	8
Level 5 Optional Units (cont)									
15	F5BP 11 — Art and Design: Web Content	x	x	x	x	x	x	x	x
16	F5CN 11 — Art and Design: Project		x	x	x	x		x	x
17	FN8Y 11 — Character Creation	x	x	x	x	x	x	x	x
18	FV2N 11 — Animation: An Introduction to Lighting	x	x		x	x		x	x
19	D11W 11 –Mathematics: Algebra Analysis 1							x	x
20	FN8T 11 — Narrative Design and Development	x	x		x	x	x	x	x
21	FN91 11 — 3D Modelling and Animation: an Introduction	x	x	x	x	x	x	x	x
22	F3GE 11 — Working with Others				x	x		x	x
23	F1JT 10 — Digital Media: Audio Acquisition			x	x	x	x	x	x
24	F1JW 10 — Digital Media: Video Acquisition			x	x	x	x	x	x
25	F1JY 10 — Digital Media: Still Image Acquisition			x	x	x	x	x	x
26	F5CE 12 — Art and Design Colour				x	x		x	x

Appendix D: Principal aims Unit mapping (SCQF level 6)

		Principal aims									
SQA Unit code and title		1	2	3	4	5	6	7	8	9	10
1	F5CD 12 — Art and Design: Analytical Drawing	x	x				x		x	x	x
2	F3SW 12 — Computing: Digital Media Elements for Applications	x	x	x	x	x	x	x	x	x	x
3	F3GC 12 — Information Communication Technology			x			x		x	x	x
4	F5C9 12 — Art and Design: Design: Software Skills			x	x	x	x		x	x	x
5	F5CN 11 — Art and Design: Project		x	x	x	x	x	x	x	x	x
6	F3GF 11 — Numeracy						x		x	x	x
7	F3GB 11 — Communication						x		x	x	x
Level 6 Optional Units											
1	F9X1 12 — Art and Design Drawing Skills — Analytical Drawing		x		x				x	x	x
2	F5C6 12 — Art and Design: Animation Project	x	x	x	x	x	x	x	x	x	x
3	F5CM 12 — Art and Design: Sketchbook Development		x		x	x	x		x	x	x
4	F5CE 12 — Art and Design Colour				x		x		x	x	x
5	F5CH 12 — Art and Design: Digital Media			x	x		x	x	x	x	x
6	F5CG 12 — Art and Design: Developmental Drawing		x		x		x		x	x	x
7	F8KM — Photography: Digital Imaging			x	x		x	x	x	x	x
8	D6TX 12 — Media Studies: Film						x	x	x	x	x
9	F9XC 12 — Art and Design Creative 2D Composition	x	x		x	x	x		x	x	x
10	F5C4 12 — Art and Design: Video Project			x	x	x	x	x	x	x	x
11	F5CC 12 — Art and Design: 3D Skills Development	x			x	x	x		x	x	x
12	F5C3 12 — Art and Design: Web Project			x	x	x	x	x	x	x	x
13	F5CJ 12 — Art and Design: Exploratory Media Handling				x	x	x		x	x	x
14	F9VT 12 — Art and Design: Graphic Design — Corporate Identity 2	x	x	x	x	x	x	x	x	x	x
15	FV2T 12 — Animation: Lighting			x	x	x	x	x	x	x	x

		Principal aims									
SQA Unit code and title		1	2	3	4	5	6	7	8	9	10
Level 6 Optional Units (cont)											
16	FV2R 12 — Animation: Object Design	x	x	x	x	x	x	x	x	x	x
17	FV2W 12 — Animation: Atmospheric Effects			x	x	x	x	x	x	x	x
18	ED51 12 — Mathematics: Algebra Analysis 2								x	x	x
19	F3GE 12 — Working with Others				x	x			x	x	x
20	FH60 11 — Creative Industries: An Introduction							x	x	x	x
21	F9XE 13 — Art and Design Visual Presentation				x	x	x		x	x	x