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Group Award Specification for:

National Progression Award (NPA):

Film and Media at SCQF level 5

Group Award Code: GP8C 45

Validation date: 31 July 2019

National Progression Award (NPA):

Film and Media at SCQF level 6

Group Award Code: GN4A 46

Validation date: 8 November 2017

Date of original publication: December 2017

Version: 06 (November 2022)

Contents

1   Introduction

This document was previously known as the Arrangements document. The purpose of this document is to:

♦   assist centres to implement, deliver and manage the qualification.
♦   provide a guide for new staff involved in offering the qualification.
♦   inform course managers teaching staff, assessors, learners, employers and HEIs of the aims and purpose of the qualification.
♦   provide details of the range of learners the qualification is suitable for and progression opportunities.

The NPA in Film and Media at SCQF level 5 has been developed following a request from one of SQA's approved centres which has successfully delivered the qualification at SCQF level 6. It was felt that this qualification at SCQF level 5 would provide suitable progression to the level 6 award. The qualification is primarily aimed at schools looking to deliver NPAs. It offers learners the opportunity to develop practical skills in preparation for entry into the Film and Media industries. Research carried out by the requesting centre demonstrated a wider demand for this type of qualification across a number of schools.

The NPA in Film and Media at SCQF level 6 has been developed following a request from one of SQA's approved centres looking for a short qualification that could be delivered to school pupils in S5/S6. SQA's Regional Managers carried out research to confirm the demand for this qualification. The *Evidence to Support the Validation of the Award* document provides details of the consultation carried out and the wider demand for the qualification. In addition to the centre and SQA research, there have been a number of reports recently highlighting the need for qualifications in this area.

The British Film Institute (BFI) Film Forever, A Framework for Film Education provided further evidence to support the need for a qualification in Film. This document highlights the importance of film in education and provides a framework for the development of qualifications in film.

To take the development forward, a Qualification Design Team (QDT) was formed, consisting of representatives from FE colleges, schools and higher education. Details of QDT members are highlighted in the *Evidence to Support the Validation of the Award* document.

This qualification is suitable for a range of learners from school, college and possibly adult learners looking for an introduction to the sector.

1.1 Title of the awards

The titles of the NPAs in Film and Media were chosen to reflect the units making up the awards. At SCQF level 5 there are two mandatory units, *Media: An Introduction to Film* and the *Film Industry and Creative Industries: Creative Project*, which all learners must complete.

The *Media: An Introduction to Film and the Film Industry* unit provides an introduction to film and the film industry. Learners will be introduced to technical codes and narrative conventions in film. This will be achieved through viewing films or film extracts from a range of film genres. Learners will also have the opportunity to gain knowledge of the film industry and the commercial factors that affect film production.

The *Creative Industries: Creative Project* unit allows learners to work as part of a team throughout the planning and implementation of a creative project to a given brief. Learners contribute to and participate in all stages of the implementation of a creative project and evaluate the completed project and their contribution to it. This unit encourages learners to use creative processes to plan, implement and evaluate a creative project.

At SCQF level 6 there are two mandatory units, *Film and the Film Industry: An Introduction* and *Creative Project*, which all learners must complete.

The *Film and the Film Industry: An Introduction* unit introduces learners to technical and/or cultural codes and narrative conventions in film through viewing and analysing films or film extracts in a range of film genres. Learners will also gain detailed knowledge and understanding of the film industry and current commercial factors that affect film production and distribution, including funding, marketplace developments and the impact of developments in technology on production, content and audience engagement.

The *Creative Project* unit allows learners to plan, implement and evaluate a media-based project in response to a given brief. The *Creative Project* gives learners the opportunity to put into practice knowledge and skills they have developed, and to further develop key skills such as planning, communication, problem solving and time management.

There is also a range of optional units available for learners and centres to select from.

1.2 Progression pathways

The table below provides examples of qualifications in the sector and possible progression opportunities in terms of progressing to and from the NPAs in Film and Media:

SCQF level	NQ/NPA/NC	HNC/HND	Work-based
10	**Honours Degree** eg BA (Hons) Film and Media; BA (Hons) Media		
9	**Ordinary Degree** eg BA Television; BA Film and Media, BA Theatre and Film		
8		HND Creative Industries: Television HND Creative Industries: Communication and Media HND Sound Production HND Practical Journalism	
7		HNC Creative Industries: Television HNC Media Analysis and Production HNC Creative Industries: Media and Communication HNC Sound Production	Diploma in Creative and Digital Media (part of MA)
6	NC Creative Industries NC Media NC Sound Production NPA Film and Media NPA Creative and Digital Media: Technologies, Processes and Practices Media Higher		Foundation Apprenticeship for Creative and Digital Media

SCQF level	NQ/NPA/NC	HNC/HND	Work based
5	Media National 5 Skills for Work Creative Industries National 5 NC Creative Industries NPA Film and Media NPA Television Production NPA Digital Production Skills		
4	Media National 4 Skills for Work: Creative Digital Media National 4 NPA Creative Industries		
3	Media National 3		

2   Qualification structure

This award is available at SCQF levels 5 and 6 and is made up of 4 SQA unit credits (24 SCQF credit points). Each award has the same structure across the levels consisting of two mandatory units and two optional units.

The NPA in Film and Media at SCQF level 5 comprises 24 SCQF credit points of which 12 are at SCQF level 5 in the mandatory section. There is a mix of SCQF level 4 and 5 units in the optional section and learners must select 2 SQA credits/12 SCQF credits from this group. A mapping of Core Skills development opportunities is available in Section 5.3.

This NPA in Film and Media at SCQF level 6 comprises 24 SCQF credit points of which 12 are at SCQF level 6 in the mandatory section. There is a mix of SCQF level 5 and 6 units in the optional section and learners must select 2 SQA credits/12 SCQF credits from this group. A mapping of Core Skills development opportunities is available in Section 5.3.

2.1   Structure

NPA in Film and Media (SCQF level 5) — Mandatory units

Learners must achieve all units in this section:

4 code	2 code	Unit title	SQA credit	SCQF credit points	SCQF level
F57T	11	Media: An Introduction to Film and the Film Industry	1	6	5
J17Y	75	Creative Project	1	6	5

NPA in Film and Media (SCQF level 5) Optional units

Learners must select two of the following optional units:					
4 code	2 code	Unit title	SQA credit	SCQF credit points	SCQF level
F57L	11	Media: An Introduction to the Media Industry	1	6	5
F58E	11	Media: Sound Recording for Single Camera	1	6	5
F57V	11	Media: Basic Video Editing	1	6	5
F585	11	Media: Basic Video Camera Operations	1	6	5
F580	11	Media: Photography	1	6	5
J4GD	45*	Working with Photographs	1	6	5
J4GD	44*	Working with Photographs	1	6	4
J17W	75	Creative Industries: Skills Development	1	6	5

*Refer to History of Changes

NPA in Film and Media (SCQF level 5) Optional units (cont)

4 code	2 code	Unit title	SQA credit	SCQF credit points	SCQF level
D1D0	11	Multimedia Computing: Introduction to Video Production	1	6	5
J6BA*	45	Social Media Literacy	1	6	5
J6BA*	44	Social Media Literacy	1	6	4
H1NJ	10	Creative Industries: Basics	1	6	4
H6MJ	74	Creative Industries: Basics Scotland	1	6	4
H1NK	10	Creative Industries: Practical Skills Development	1	6	4
H1NL	10	Creative Industries: Pre-Production	1	6	4

*Refer to History of Changes

NPA in Film and Media (SCQF level 6) Mandatory units

Learners must achieve **all** units in this section:

4 code	2 code	Unit title	SQA credit	SCQF credit points	SCQF level
HW4V	46	Film and the Film Industry: An Introduction	1	6	6
F58F	12	Creative Project	1	6	6

NPA in Film and Media (SCQF level 6) Optional units

Learners must choose **two** optional SQA credits (12 SCQF credit points) from the following:

Learners must select two of the following optional units:					
4 code	2 code	Unit title	SQA credit	SCQF credit points	SCQF level
F57M	12	Media: Feature Writing	1	6	6
HH7T	46	Storytelling for the Creative Industries	1	6	6
F5D1	12	Media: Understanding the Creative Process	1	6	6
F586	12	Media: Directing a Single Camera Production	1	6	6
F57W	12	Media: Lighting for Single Camera	1	6	6
F58E	11	Media: Sound Recording for Single Camera	1	6	5
F57V	11	Media: Basic Video Editing	1	6	5
F1KV	11	Digital Media: Video Editing	1	6	5

NPA in Film and Media (SCQF level 6) Optional units (cont)

4 code	2 code	Unit title	SQA credit	SCQF credit points	SCQF level
F585	11	Media: Basic Video Camera Operations	1	6	5
F580	11	Media Photography	1	6	5
J4GD	45*	Working with Photographs	1	6	5
J17W 75	11	Creative Industries: Skills Development	1	6	5
F57L	11	Media: An Introduction to the Media Industry	1	6	5

*Refer to History of Changes

3   Aims of the qualifications

The principal aim of the NPAs in Film and Media is to offer learners an introduction to Film and Media and a platform from which school pupils, college students, community-based learners and others can access, enjoy, understand, create, explore and share film in all its forms.

3.1   General aims of the qualifications

General aims

♦ To enable the integration of technological, production and creative skills.
♦ To enable progression within the Scottish Credit and Qualifications Framework.
♦ To develop study, research and investigative skills.
♦ To provide academic stimulus and challenge, and foster an enjoyment of the subject.
♦ To develop transferable skills including the Core Skills of *Communication, Information and Communication Technology (ICT)*, *Problem Solving* and *Working with Others*.
♦ To develop skills in planning, reviewing and resourcing.
♦ To develop skills in critical analysis, evaluation and reflective practice.

3.2   Specific aims of the qualifications

Specific aims

1   To introduce learners to the film and media industries and provide an understanding of job roles and functions within the sector and the commercial and cultural factors affecting the film industry.

2   To introduce learners to technical and/or cultural codes and narrative conventions in film.

3   To raise awareness of the industry standards and practice.

4   To develop knowledge and understanding and the practical application of digital skills.

5   To develop skills and understanding in a range of technical/specialist areas relevant to the sector.

6   At level 5, to enable progression to the level 6 NPA and Higher Media.

7   At level 6, to enable progression to further study in related subject areas (Foundation apprenticeship, Modern Apprenticeship, HNC/HND, degree programme).

8   To develop an awareness of effective resource management.

9   To prepare learners for employment.

4   Recommended entry to the qualifications

Entry to this qualification is at the discretion of the centre.

There should be no artificial barriers to entry and the NPAs should be open to all learners who have a reasonable chance of achievement.

Although there are no specific qualifications needed for entry to the NPAs in Film and Media, it would be beneficial if the learner had some previous experience of related subjects (for example, Media at SCQF level 4).

Learners without prior qualifications may be able to demonstrate prior skills and knowledge they have developed as a result of relevant course work/work experience or voluntary activities. Or be able to demonstrate enthusiasm for and knowledge of the subject through relevant leisure activities.

4.1   Core Skills entry profile

The Core Skill entry profile provides a summary of the associated assessment activities that exemplify why a particular level has been recommended for these qualifications. The information should be used to identify if additional learning support needs to be put in place for learners whose Core Skills profile is below the recommended entry level or whether learners should be encouraged to do an alternative level or learning programme.

National Progression Award in Film and Media at SCQF level 5

Core Skill	Recommended SCQF entry profile	Associated assessment activities
Communication	SCQF level 4	Listening and communication skills are required to ensure learners respond appropriately in all mandatory units. Learners will need to be able to: ♦ interpret written, verbal and visual communication. ♦ undertake research and present findings. ♦ communicate ideas and take part in group discussions. ♦ present information to mentors, tutors, and peers.
Numeracy	SCQF level 3/4	A basic level of numeracy would be helpful in working with timecodes and angles.

Core Skill	Recommended SCQF entry profile	Associated assessment activities
Information and Communication Technology (ICT)	SCQF level 4	As well as providing formative and summative evidence elements for the mandatory units, depending on the activities within the area of study, learners may need to use ICT to: ♦ gather, interpret and present information related to their creative processes. ♦ plan, co-ordinate and execute creative processes. ♦ develop and refine creative content. ♦ deliver creative content to a wider audience.
Problem Solving	SCQF level 4	Problem solving skills are required to ensure learners respond appropriately in all mandatory units. Learners will need to be able to demonstrate: ♦ critical thinking at basic levels. ♦ planning and organising at basic levels. ♦ reviewing and evaluating skills as both part of the iterative process and the final output and presentation of the creative processes.
Working with Others	SCQF level 4	Working with others can be demonstrated throughout the mandatory *Creative Project* unit if undertaken as a group. Specifically, learners will: ♦ identify their own role and that of others. ♦ review their own contribution to the cooperative activity

National Progression Award in Film and Media at SCQF level 6

Core Skill	Recommended SCQF entry profile	Associated assessment activities
Communication	SCQF level 5	Good listening and communication skills are required to ensure learners respond appropriately in all mandatory units. Learners will need to be able to: ♦ interpret written, verbal and visual communication. ♦ undertake research and present findings. ♦ communicate ideas and take part in group discussions. ♦ present information to mentors, tutors, and peers.
Numeracy	SCQF level 4	A basic level of numeracy would be helpful in working with timecodes and angles.
Information and Communication Technology (ICT)	SCQF level 5	As well as providing formative and summative evidence elements for the mandatory units, depending on the activities within the area of study, learners may need to use ICT to: ♦ gather, interpret and present information related to their creative processes. ♦ plan, co-ordinate and execute creative processes. ♦ develop and refine creative content. ♦ deliver creative content to a wider audience.
Problem Solving	SCQF level 4	Problem solving skills are required to ensure learners respond appropriately in all mandatory units. Learners will need to be able to demonstrate: ♦ critical thinking at basic levels. ♦ planning and organising at basic levels. ♦ reviewing and evaluating skills as both part of the iterative process and the final output and presentation of the creative processes.

National Progression Award in Film and Media at SCQF level 6 (cont)

Core Skill	Recommended SCQF entry profile	Associated assessment activities
Working with Others	SCQF level 4	Working with others can be demonstrated throughout the mandatory Creative Project unit if undertaken as a group. Specifically, learners will: ♦ identify their own role and that of others. ♦ review their own contribution to the cooperative activity.

5   Additional benefits of the qualifications in meeting employer needs

These qualifications were designed to meet a specific purpose and what follows are details on how that purpose has been met through mapping of the units to the aims of the qualifications. Through meeting the aims, additional value has been achieved by linking the unit standards with those defined in National Occupational Standards and/or trade/professional body requirements. In addition, significant opportunities exist for learners to develop more generic skills, known as Core Skills through doing these qualifications.

5.1 Mapping of specific qualification aims to units

Code	Unit title	Aims								
		1	2	3	4	5	6	7	8	9
HW4V 46	Film and the Film Industry: An Introduction	Y	Y	Y	Y			Y	Y	Y
F58F 12	Creative Project	Y		Y	Y	Y		Y	Y	Y
F57M 12	Media: Feature Writing			Y		Y		Y	Y	Y
HH7T 46	Storytelling for the Creative Industries		Y	Y	Y			Y	Y	Y
F5D1 12	Media: Understanding the Creative Process	Y	Y	Y	Y	Y		Y	Y	Y
F586 12	Media: Directing a Single Camera Production	Y	Y	Y	Y	Y		Y	Y	Y
F57W 12	Media: Lighting for Single Camera	Y	Y	Y	Y	Y		Y	Y	Y
F58E 11	Media: Sound Recording for Single Camera	Y	Y	Y	Y	Y	Y		Y	Y
F57V 11	Media: Basic Video Editing	Y	Y	Y	Y	Y	Y		Y	Y
F1KV 11	Digital Media: Video Editing	Y		Y	Y	Y	Y		Y	Y
F585 11	Media: Basic Video Camera Operations	Y		Y	Y	Y	Y		Y	Y
F580 11	Media Photography	Y		Y	Y	Y	Y		Y	Y
H28T 11	Working with Photographs				Y	Y	Y		Y	Y
H28T 10	Working with Photographs				Y	Y			Y	Y

Code	Unit title	Aims								
		1	2	3	4	5	6	7	8	9
F57L 11	Media: An Introduction to the Media Industry	Y		Y		Y	Y		Y	Y
DID0 11	Multimedia Computing: Introduction to Video Production				Y	Y	Y		Y	Y
F57T 11	Media: An Introduction to Film and the Film Industry	Y	Y	Y		Y	Y			Y
J17Y 75	Creative Industries: Creative Project				Y	Y	Y		Y	Y
J17W 75	Creative Industries: Skills Development	Y		Y		Y	Y		Y	Y
J6BA 45*	Social Media Literacy		Y				Y			Y
J6BA 44*	Social Media Literacy		Y			Y			Y	Y
H1NJ 10	Creative Industries: Basics			Y		Y	Y		Y	Y
H6MJ 74	Creative Industries: Basics Scotland			Y		Y	Y		Y	Y
H1NK 10	Creative Industries: Practical Skills Development				Y	Y	Y			Y
H1NL 10	Creative Industries: Pre-Production	Y		Y	Y	Y	Y		Y	Y

5.2 Mapping of National Occupational Standards (NOS) and/or trade body standards

There are a considerable number of National Occupational Standards available as terms of reference for future employees of the Film and Creative Industries and the wider Creative Economy. The following table shows an example of just some of the NOS and how they map to the mandatory units in the NPA in Film and Media. The mandatory units will contribute to the underpinning knowledge and understanding of the following NOS:

Code	Unit title	SKSGI1	SKSGI2	CCSFL36	SKSGS3	SKSGC2	SKSGW4
HW4V 46	Film and the Film Industry: An Introduction	✓	✓	✓			
F58F 12	Creative Project		✓		✓	✓	✓

Sector Skills Council	NOS	NOS title
Creative Skillset	SKSGI1	Research information required for work in the creative industries
Creative Skillset	SKSGI2	Present ideas and information to others in the creative industries
Creative Skillset	SKSGC2	Agree requirements and parameters of design activity in the creative industries
Creative Skillset	SKSGS3	Work effectively in the creative industries
Creative Skillset	SKSGW4	Manage projects in the creative industries
Creative and Cultural Skills	CCSFL36	Keep up to date about the subsector in which you work

NOS can be found via the UK Commission for Employment and Skills NOS website **http://nos.ukces.org.uk/**

5.3 Mapping of Core Skills development opportunities across the qualifications

E: Embedded within the unit, which means learners who achieve the unit will automatically have their Core Skills profile updated on their certificate. A number denotes the level of the core skill component.

S: Signposted, which means learners will be developing aspects of Core Skills through teaching and learning approaches but not enough to attract automatic certification.

Unit code	Unit title	Communication			Numeracy		ICT		Problem Solving			Working with Others	
		Written (Reading)	Written (Writing)	Oral	Using Number	Using Graphical Information	Accessing Information	Providing/Creating Information	Critical Thinking	Planning and Organising	Reviewing and Evaluating	Working Co-operatively with Others	Reviewing Co-operative Contribution
HW4V 46	Film and the Film Industry: An Introduction	S	S	S			S	S					
F58F 12	Creative Project		S						S	S	S	S	S
F57M 12	Media: Feature Writing		S	S				S				S	
HH7T 46	Storytelling for the Creative Industries	S	S	S			S	S	E	E	E		
F5D1 12	Media: Understanding the Creative Process	S	S	S									
F586 12	Media: Directing a Single Camera Production		S	S					S	S	S		
F57W 12	Media: Lighting for Single Camera		S	S						S		S	
F58E 11	Media: Sound Recording for Single Camera		S	S						S		S	
F57V 11	Media: Basic Video Editing			S	S						S		

Unit code	Unit title	Communication			Numeracy		ICT		Problem Solving			Working with Others	
		Written (Reading)	Written (Writing)	Oral	Using Number	Using Graphical Information	Accessing Information	Providing/Creating Information	Critical Thinking	Planning and Organising	Reviewing and Evaluating	Working Co-operatively with Others	Reviewing Co-operative Contribution
F1KV 11	Digital Media: Video Editing		S	S	S			S		S	S	S	
F585 11	Media: Basic Video Camera Operations				S					S			
F580 11	Media Photography		S	S			S	S				S	S
H28T 11	Working with Photographs		S	S			S	S	S	S	S	S	S
H28T 10	Working with photographs		S	S			S	S	S	S	S	S	S
F57L 11	Media: An Introduction to the Media Industry		S	S			S					S	
F57T 11	Media: An Introduction to Film and the Film Industry	S	S	S					S		S		
J17Y 75	Creative Industries: Creative Project	S	S	S					S	S	S	E	E
J17W 75	Creative Industries: Skills Development		S	S			S	S	E	E	E	*	*
D1D0 11	Multimedia Computing: Introduction to Video Production	S	S	S			S	S					
J6BA 45*	Social Media Literacy	S	S	S			S	S		S		*	*

Unit code	Unit title	Communication			Numeracy		ICT		Problem Solving			Working with Others	
		Written (Reading)	Written (Writing)	Oral	Using Number	Using Graphical Information	Accessing Information	Providing/Creating Information	Critical Thinking	Planning and Organising	Reviewing and Evaluating	Working Co-operatively with Others	Reviewing Co-operative Contribution
J6BA 44*	Social Media Literacy	S	S	S			S	S		S		*	*
H1NK 10	Creative Industries: Practical Skills Development	S	S	S						S	S	*	*
H1NL 10	Creative Industries: Pre-Production		S	S					E	E	S	*	*
H6MJ 74	Creative Industries: Basics Scotland		S	S			S	S	E		E	*	*
H1NJ 10	Creative Industries: Basics		S	S			S	S	E	S	S	*	*

*Refer to History of Changes

*Opportunities may arise dependent on the number of participants undertaking the unit.

5.4   Assessment strategy for the qualifications

Below is a table containing the overview or actual evidence requirements and assessment conditions for the mandatory units and the optional units in the National Progression Awards in Film and Media at SCQF levels 5 and 6.

Unit	NPA	Assessment			
		Outcome 1	Outcome 2	Outcome 3	Outcome 4
Film and the Film Industry: An Introduction (HW4V 46)	Level 6	Written and/or recorded oral evidence	Written and/or recorded oral evidence	Written and/or recorded oral evidence	
Creative Project (F58F 12)	Level 6	Written and/or oral evidence	Product evidence Additional written and/or oral recorded evidence	Written and/or oral recorded evidence	
Media: Feature Writing (F57M 12)	Level 6	Written and/or recorded oral evidence	Product evidence: Folio	Product evidence	
Storytelling for the Creative Industries (HH7T 46)	Level 6	Written and/or recorded oral evidence	Performance and product evidence	Performance and product evidence	
Media: Understanding the Creative Process (F5D1 12)	Level 6	Written and/or recorded oral evidence	Written and/or recorded oral evidence		
Media: Directing a Single Camera Production (F586 12)	Level 6	Performance and product evidence	Performance and product evidence	Performance and product evidence	Written and/or recorded oral evidence

Unit	NPA	Assessment			
		Outcome 1	**Outcome 2**	**Outcome 3**	**Outcome 4**
Media: Lighting for Single Camera (F57W 12)	Level 6	Closed-book test	Product evidence	Performance evidence	
Media: Sound Recording for Single Camera (F58E 11)	Levels 5 and 6	Closed-book test	Written and/or recorded oral evidence	Performance evidence	Performance and product evidence
Media: Basic Video Editing (F57V 11)	Levels 5 and 6	Performance evidence	Product evidence Written and/or recorded oral evidence	Performance and product evidence	
Digital Media: Video Editing (F1KV 11)	Levels 5 and 6	Closed-book test	Product evidence	Performance and product evidence	Written and/or recorded oral evidence
Media: Basic Video Camera Operations (F585 11)	Levels 5 and 6	Written and/or recorded oral	Performance evidence	Performance and product evidence	
Media Photography (F580 11)	Levels 5 and 6	Folio	Written and/or recorded oral evidence	Product evidence	
Working with Photographs (H28T 11)	Levels 5 and 6	Written and/or recorded oral evidence	Product evidence	Product evidence	Written and/or recorded oral evidence

Unit	NPA	Assessment			
		Outcome 1	**Outcome 2**	**Outcome 3**	**Outcome 4**
Working with Photographs (H28T 10)	Level 5	Written and/or recorded oral evidence	Performance evidence	Performance evidence Additional written and/or oral evidence	
Media: An Introduction to the Media Industry (F57L 11)	Level 5	Written and/or recorded oral evidence	Written and/or recorded oral evidence	Written and/or recorded oral evidence	
Media: An Introduction to Film and the Film Industry (F57T 11)	Level 5	Written and/or recorded oral evidence	Written and/or recorded oral evidence	Written and/or recorded oral evidence	
Creative Industries: Creative Project (J17Y 75)	Level 5	Performance evidence Additional written and/or oral evidence	Performance evidence Additional written and/or oral evidence	Performance and product evidence: Folio	
Creative Industries: Skills Development (J17W 75)	Level 5	Written and/or recorded oral evidence	Performance and product evidence: Folio	Written and/or recorded oral evidence	

Unit	NPA	Assessment			
		Outcome 1	Outcome 2	Outcome 3	Outcome 4
Multimedia Computing: Introduction to Video Production (J17W 75)	Level 5	Written and/or recorded oral evidence	Performance evidence Additional written and/or oral evidence	Performance and product evidence: Folio	
Social Media Literacy (J6BA 44*)	Level 5	Written and/or recorded oral evidence	Written and/or recorded oral evidence	Written and/or recorded oral evidence	
Social Media Literacy (J6BA 45*)	Level 5	Written and/or recorded oral evidence	Written and/or recorded oral evidence	Performance evidence Additional written and/or oral evidence	
Creative Industries: Practical Skills Development (H1NK 10)	Level 5	Performance evidence Additional written and/or oral evidence	Performance and product evidence: Folio		
Creative Industries: Pre Production (H1NL 10)	Level 5	Performance and product evidence Additional written and/or oral evidence	Performance and product evidence Additional written and/or oral evidence	Performance and product evidence Additional written and/or oral evidence	
Creative Industries: Basics (H6MJ 74)	Level 5	Written and/or recorded oral evidence	Written and/or recorded oral evidence	Written and/or recorded oral evidence	

Unit	NPA	Assessment			
		Outcome 1	**Outcome 2**	**Outcome 3**	**Outcome 4**
Creative Industries: Basics Scotland (H1NJ 10)	Level 5	Written and/or recorded oral evidence	Written and/or recorded oral evidence	Written and/or recorded oral evidence	

6   Guidance on approaches to delivery and assessment

Where possible a practical and coherent approach to learning should be adopted, using integration where appropriate.

The use of industry practices and procedures is also recommended, and learners should gain an understanding of relevant roles, operational structures and skills needed for employment.

Context is important in developing knowledge and understanding as well as developing and applying technical and creative skills. The use of case studies and examples from a wide range of media, platforms, formats and genres is encouraged. Learners should be introduced to key organisations within the film and media sectors, and made aware of issues currently affecting the sectors, including technological, cultural, political and economic factors. Reference to news articles, reports, reviews, trade newsletters and websites used by those working in the sectors is encouraged. For example: Creative Scotland; Creative Skillset; BAFTA; PACT; the MEDIA programme; BECTU; major studios, broadcasters and production companies.

It is recommended that learners take some responsibility for their own learning, progressing from teacher-led lectures and class discussion and teacher-set tasks to undertaking their own research and organising and managing their own practical activities.

The qualifications are designed to be flexible and may be used differently to suit the particular requirements of different centres. At SCQF level 6, the framework was originally designed with a part-time schools-college partnership in mind, but it is anticipated that centres may offer the NPAs as part of general course provision, either as a free-standing qualification or as part of a full-time course in conjunction with other complementary NPAs and free-standing units.

Centres should take into consideration possible and likely progression of learners when selecting optional units and planning delivery and assessment.

6.1   Sequencing/integration of units

Centres can deliver the units in any sequence they choose to meet local needs. The following examples of possible sequences are provided for guidance only.

Examples of possible sequences:

It is recommended that the mandatory units, *Media: An Introduction to Film and the Film Industry* at SCQF level 5 and *Film and the Film Industry: An Introduction* at SCQF level 6 are delivered early in the programme to allow learners to develop the appropriate knowledge and understanding of the sector.

The optional units offer much scope for integration of delivery and assessment, with each other and with the mandatory *Creative Project* at each level.

Example 1 (NPA SCQF Level 5)

A possible sequence for delivery of *Sound Recording for Single Camera* with some integration with *Creative Industries: Creative Project* would be:

Sound Recording for Single Camera	Outcome 1	Outcome 2	Outcome 3	Outcome 4	
Creative Industries: Creative Project			Outcome 1	Outcome 2	Outcome 3

Example 2 (NPA SCQF level 5)

A possible sequence for delivery of *Creative Industries: Pre-Production* with some integration with *Creative Industries: Creative Project* would be:

Creative Industries: Pre-Production	Outcomes 1 and 2	Outcome 3	
Creative Industries: Creative Project	Outcome 1	Outcome 2	Outcome 3

Example 3 (NPA SCQF level 6)

A possible sequence for delivery of *Storytelling for the Creative Industries* with some integration with *Creative Project* would be:

Storytelling for the Creative Industries	Outcome 1	Outcome 2	Outcome 3	
Creative Project			Outcomes 1 and 2	Outcome 3

Example 4 (NPA SCQF level 6)

A possible sequence for delivery of *Digital Media: Video Editing, Media: Basic Video Camera Operations* and *Creative Project* with some integration of all three would be:

Media: Basic Video Camera Operation	Outcome 1	Outcome 2		Outcome 3	
Digital Media: Video Editing		Outcome 1	Outcome 2	Outcome 3	Outcome 4
Creative Project			Outcome 1	Outcome 2	Outcome 3

6.2 Recognition of prior learning

SQA recognises that learners gain knowledge and skills acquired through formal, non-formal and informal learning contexts.

In some instances, a full group award may be achieved through the recognition of prior learning. However, it is unlikely that a learner would have the appropriate prior learning and experience to meet all the requirements of a full group award.

The recognition of prior learning may **not** be used as a method of assessing in the following types of units and assessments:

♦ HN Graded units
♦ Course and/or external assessments
♦ Other integrative assessment units (which may or not be graded)
♦ Certain types of assessment instruments where the standard may be compromised by not using the same assessment method outlined in the unit
♦ Where there is an existing requirement for a licence to practice
♦ Where there are specific health and safety requirements
♦ Where there are regulatory, professional or other statutory requirements
♦ Where otherwise specified in an assessment strategy

More information and guidance on the *Recognition of Prior Learning* (RPL) may be found on our website **www.sqa.org.uk**.

The following sub-sections outline how existing SQA unit(s) may contribute to this group award. Additionally, they also outline how this group award may be recognised for professional and articulation purposes.

6.2.1 Articulation and/or progression

The NPAs in Film and Media provide learners with opportunities to progress to a range of other qualifications such as the National Certificate in Creative Industries at SCQF level 6. Progression to an HNC/HND or Degree programme in a related area would be dependent on the learner's portfolio of qualifications and/or experience.

Possible progression opportunities are illustrated in the table in Section 1: Introduction.

6.3 Opportunities for e-assessment

It is possible that some product evidence might be submitted via an appropriate online platform.

Centres are encouraged to use e-portfolios, blogs, wikis, social media, video diaries, etc as they can be used to support the reflective, evaluative and contextual aspects of the qualification where possible.

The creation and use of e-portfolios would benefit the learner when seeking progression opportunities also as employers are increasingly seeking online portfolios rather than traditional approaches.

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**.

6.4   Support materials

The following Assessment Support Packs (ASPs), National Assessment Bank (NAB) and learning material are available to support this qualification:

ASPs are available for the following units:

F57L 11   *Media: An Introduction to the Media Industry*
F57T 11   *Media: An Introduction to Film and the Film Industry*
F5D1 12   *Understanding the Creative Process*
F1KV 11   *Digital Media: Video Editing*
F58 F 12   *Creative Project*
J6BA 45   *Social Media Literacy*
J6BA 44   *Social Media Literacy*
J17Y 75   *Creative Industries: Creative Project*

www.sqa.org.uk

A NAB is available for:

J17W 75   *Creative Industries: Skills Development*

6.5   Resource requirements

Teaching staff should have the requisite knowledge and experience to deliver the mandatory units and any optional units selected for delivery. Depending on the units chosen, and the focus of the Creative Project there may be a requirement for specific equipment, hardware and software, for example: video cameras; sound equipment; lighting equipment; editing software. Centres should ensure that the resources available enable full delivery of the chosen units.

7 General information for centres

Equality and inclusion

The unit specifications making up this group award have been designed to ensure that there are no unnecessary barriers to learning or assessment. The individual needs of learners will 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**.

Internal and external verification

All instruments of assessment used within this/these qualification(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/GuideToAssessment)**.

8   Glossary of terms

Embedded Core Skills: is where the assessment evidence for the unit also includes full evidence for complete Core Skill or Core Skill components. A learner successfully completing the unit will be automatically certificated for the Core Skill. (This depends on the unit having been successfully audited and validated for Core Skills certification.)

Finish date: The end of a group award's lapsing period is known as the finish date. After the finish date, the group award will no longer be live and the following applies:

♦ learners may not be entered for the group award
♦ the group award will continue to exist only as an archive record on the Awards Processing System (APS)

Lapsing date: When a group award is entered into its lapsing period, the following will apply:

♦ the group award will be deleted from the relevant catalogue
♦ the group award specification will remain until the qualification reaches its finish date at which point it will be removed from SQA's website and archived
♦ no new centres may be approved to offer the group award
♦ centres should only enter learners whom they expect to complete the group award during the defined lapsing period

SQA credit value: The credit value allocated to a unit gives an indication of the contribution the unit makes to an SQA group award. An SQA credit value of 1 given to an SQA unit represents approximately 40 hours of programmed learning, teaching and assessment.

SCQF: The Scottish Credit and Qualification Framework (SCQF) provides the national common framework for describing all relevant programmes of learning and qualifications in Scotland. SCQF terminology is used 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: SCQF credit points provide a means of describing and comparing the amount of learning that is required to complete a qualification at a given level of the Framework. One National unit credit is equivalent to 6 SCQF credit points. One National unit credit at Advanced Higher and one Higher National unit credit (irrespective of level) is equivalent to 8 SCQF credit points.

SCQF levels: The level a qualification is assigned within the framework is an indication of how hard it is to achieve. The SCQF covers 12 levels of learning. HNCs and HNDs are available at SCQF levels 7 and 8 respectively. Higher National units will normally be at levels 6–9 and Graded units will be at level 7 and 8. 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.

Subject unit: Subject units contain vocational/subject content and are designed to test a specific set of knowledge and skills.

Signposted Core Skills: refers to opportunities to develop Core Skills arise in learning and teaching but are not automatically certificated.

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. Centres are advised to check SQA's APS Navigator to confirm they are using the up to date qualification structure.

NOTE: Where a unit is revised by another unit:

♦   No new centres may be approved to offer the unit which has been revised.
♦   Centres should only enter learners for the unit which has been revised where they are expected to complete the unit before its finish date.

Version Number	Description	Date
06	Reference to funding sources in Introduction removed. Wording corrected in specific aims of the qualification section. Reference to SQA Academy resources removed.	10/11/2022
05	**Revision of Units:** H7EB 44 and H7EB 45 Social Media Literacy have been revised by J6BA 44 and J6BA 45 Social Media Literacy. H7EB 44 and H7EB 45 will finish on 31/07/2024.	23/05/2022
04	Revision of Units: 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).	31/07/2020
03	Group Award Specification for NPA in Film and Media at SCQF level 5 added.	01/08/2019
02	Minor wording changes throughout: 'technical codes' changed to 'technical and/or cultural codes'; 'narrative codes' changed to 'narrative conventions'.	31/01/2019

Acknowledgement

SQA acknowledges the valuable contribution that Scotland's colleges have made to the development of this qualification.

9   General information for learners

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

The NPA in Film and Media, SCQF level 5 has been designed to offer you an introduction to the film and media sectors, and practical experience of developing and delivering your own creative project.

You will study four units: *Media: An Introduction to Film and the Film Industry* (F57T 11); *Creative Industries: Creative Project* (J17Y 75), and two other units taken from a range of optional units, eg *Social Media Literacy* (J6BA 45); *Creative Industries: Practical Skills Development* (H1NK 10); *Media: Basic Video Editing* (F57V 11); *Working with Photographs* (H28T 11).

The centre you are studying with will be able to advise you of the options available to you.

Media: An Introduction to Film and the Film Industry (F57T 11)

This unit provides an introduction to film and the film industry. You will be introduced to technical codes and narrative conventions in film which will be achieved through viewing films or film extracts from a range of film genres. You will also have the opportunity to gain knowledge of the film industry and the commercial factors that affect film production.

Creative Industries: Creative Project (J17Y 75)

The focus of this unit is primarily on practical activity carried out in a creative context. You will work as part of a team throughout the planning and implementation of a creative project to a given brief. You will contribute to and participate in all stages of the implementation of a creative project and evaluate the completed project and your contribution to it.

This unit will give you the opportunity to develop your creativity alongside key employability skills such as working with others and problem solving.

The NPA in Film and Media, SCQF level 6 has been designed to offer you an introduction to the film and media sectors, and practical experience of developing and delivering your own creative project.

You will study four units: *Film and the Film Industry: An Introduction* (HW4V 46); *Creative Project* (F58F 12), and two other units taken from a range of optional units, eg *Media: Feature Writing* (F57M 12*); Storytelling for the Creative Industries* (HH7T 46*); Media: Basic Video Editing* (F57V 11); *Digital Media: Video Editing* (F1KV 11*).*

The centre you are studying with will be able to advise you of the options available to you.

Film and the Film Industry: An Introduction (HW4V 46)

This unit will introduce you to technical and/or cultural codes and narrative conventions in film through viewing and analysing films or film extracts in a range of film genres. You will also gain detailed knowledge and understanding of the film industry and current commercial factors that affect film production and distribution, including funding, marketplace developments and the impact of developments in technology on production, content and audience engagement.

Creative Project (F58F 12)

You will plan, implement and evaluate a creative project in response to a given brief. You will complete the project yourself, but it may involve working with others as part of the process. The *Creative Project* gives you the opportunity to put into practice knowledge and skills you have developed, and to further develop key skills such as planning, communication, problem solving and time management.

You will be assessed on both your knowledge and practical skills. The methods of assessment may vary depending on where you are studying and the additional units chosen for your course. Possible assessment evidence might include: folios or workbooks; written or oral assignments; observation of how you conduct practical tasks; multiple choice or restricted response tests, or products you have created.

There are no specific qualifications needed for entry to the NPA in Film and Media, however previous experience of related subjects (for example, Media at SCQF level 4 or above), or knowledge or experience gained through work experience or leisure activities might be an advantage.

On successful completion of this qualification you may progress to one of a number of related Higher National or degree courses if you have the required set of qualifications. Where this qualification is part of a full-time course, or where you have additional qualifications and/or experience, you may also be in a position to find entry-level employment in the film or media industries.