



Subject guidance for internally assessed qualifications in 2021–22

Group award title:	Film and Media at SCQF level 5
Group award code:	GP8C 45

Creative Project (SCQF level 5) (J17Y 75)

Media: An Introduction to Film and the Film Industry (SCQF level 5) (F57T 11)

Media: An Introduction to the Media Industry (SCQF level 5) (F57L 11)

Media: Basic Video Camera Operations (SCQF level 5) (F585 11)

Media: Basic Video Editing (SCQF level 5) (F57V 11)

The information contained within this document is valid for academic session 2021–22 only

Please read this document alongside the unit specifications, assessment support packs and *Supporting the delivery, assessment and verification of SQA units, session 2021–22: Information and guidance for centres*.

Due to the effects of the current public health situation on learning, teaching and assessment, an alternative assessment approach can be followed for the National Progression Award in Film and Media at SCQF level 5 (GP8C 45). This alternative assessment approach is intended to support the delivery of learning, teaching and assessment while maintaining the validity, credibility and standard of the units within the award.

It is recognised that centres may already be some way through assessing these units and it should be noted that the existing, unmodified approach is equally acceptable.

Contact

If you have any questions, please contact qualification.development@sqa.org.uk

Any outcomes or evidence requirements not detailed in this document must be achieved as they are described in the unit specification.		
Unit code	Unit title	Adaptations to evidence requirements
J17Y 75	Creative Project	Outcome 1: Contribute to the production of a plan for a creative project in response to a given brief.

	(SCQF level 5)	<p>The requirement to work in a team has been removed.</p> <p>If candidates have to change or adapt their product, there is no requirement to change the original plan. They can refer to any changes in their evaluation for Outcome 3.</p> <p>Outcome 2: Contribute to the implementation of a creative project.</p> <p>Candidates are required to produce a moving image product for the Creative Project. They should aim to demonstrate that they have used practical skills, resources, techniques and equipment. However, this could be considerably scaled back from their original plan or even incomplete (eg some scenes or raw footage).</p> <p>This Outcome could potentially be combined with Outcome 3 of <i>Basic Video Camera Operations</i> and Outcomes 2 and 3 of <i>Basic Video Editing</i>.</p> <p>Outcome 3: Evaluate the creative project.</p> <p>Candidates are not required to evaluate team contribution.</p>
F57T11	Media: An introduction to Film and the Film Industry (SCQF level 5)	<p>Outcome 1: Explain technical and/or cultural codes in film.</p> <p>Candidates are required to demonstrate an understanding of technical and/or cultural codes from one film.</p> <p>Outcome 2: Explain narrative conventions in one film.</p> <p>Candidates are required to identify and describe narrative conventions in one film and explain the effects of narrative conventions in the film. The chosen film can be the same one used for Outcome 1.</p> <p>Outcome 3: Explain commercial factors affecting the film industry.</p> <p>Candidates are required to:</p> <ul style="list-style-type: none"> ◆ explain two different types of financial backing available within the film industry ◆ explain the impact of 'stars' on the commercial success of films ◆ explain the impact of the availability of cinema outlets on the commercial success of the film. (This could include reference to film maker and producer choice of distribution and how this affects audience access and commercial success)

		<ul style="list-style-type: none"> ◆ explain the role of marketing. This must include reference to two types of advertising (eg poster campaigns, cinema trailers, film premiers and/or 'star' interviews) ◆ explain the impact of non-cinema income and merchandise on the commercial success of films. This could include reference to one of the following: DVD sales, streaming options and rental, games and/or other merchandise. <p>Assessment can be combined with Outcome 3 of <i>Media: An Introduction to the Media Industry</i> if film is chosen as a sector.</p>
F57L 11	Media: An Introduction to the Media Industry (SCQF level 5)	<p>Outcome 1: Investigate media consumption across a range of demographic groups.</p> <p>Candidates are required to produce a personal media consumption log over a period of seven days. It should detail date of access, time of access, length of access, media sector, media platform and media product used to access.</p> <p>They could then complete a report on their own media consumption, but this is not mandatory.</p> <p>Candidates are not required to complete performance criteria (b) and (c) for this outcome.</p> <p>Outcome 2 and 3: Identify a range of media sectors and explain their function.</p> <p>Candidates are required to demonstrate an understanding of two media sectors and the function of each. For each media sector, the candidates must identify two platforms within each and identify genre and target audience.</p> <p>This could be combined with Outcome 3 of <i>Media: An Introduction to Film and the Film Industry</i> if film is selected as a sector.</p>
F585 11	Media: Basic Video Camera Operations (SCQF level 5)	<p>Outcome 2: Prepare equipment to shoot video source material.</p> <p>If candidates do not have access to appropriate resources to complete this outcome it can be omitted.</p> <p>Outcome 3: Use video camera equipment to shoot video source material in accordance with a given brief.</p> <p>Candidates are required to demonstrate that they can produce five shots for the purposes of editing a video sequence. They should keep camera logs with details of</p>

		<p>each shot taken at the time of recording. It would be acceptable for these shots to be recorded on a smart phone if a video camera is not available.</p> <p>This outcome can be combined with Outcome 2 of the <i>Creative Project</i> unit.</p>
F57V 11	Media: Basic Video Editing (SCQF level 5)	<p>Outcome 1: Prepare source material to be edited for a given brief.</p> <p>If candidates do not have access to hardware which allows them to evidence file management then they could instead complete a short written report, an oral response or an audio visual presentation. Candidates would be required to demonstrate that they understand the importance of file management (naming and storing media assets) throughout the stages of an edit. They should also demonstrate an understanding of backing up and archiving files during a project.</p> <p>Outcome 2: Edit material to meet the requirements of a given brief.</p> <p>Candidates should demonstrate they have carried out proper file management prior to any edit they undertake. They should then edit footage they have managed to shoot during the Creative Project or Basic Video Camera Operations. If they do not have access to a computer, they could use editing software on a smart phone.</p> <p>As a last resort, if candidates do not have the means to edit on a computer or phone, they can opt to create a 'paper edit'. The 'paper edit' should reference any media assets (audio, video, stills etc) that have been created during the Creative Project. This should be accompanied by details of file name, shot type/camera movement and description of audio/sound.</p> <p>Outcome 3: Export a finished video to meet the requirements of a given brief.</p> <p>If candidates do not have access to appropriate resources to complete this outcome it can be omitted.</p> <p>Alternatively, it could be combined with Outcome 2 of <i>Creative Project</i>.</p>