



ICT and Computer Science

<p>Name of Course</p>	<p>Level 2 Certificate in Digital Applications (CiDA) 600/6627/1</p> <p>is equivalent to one Full GCSE at grades A*-C.</p>
<p>Exam Board</p>	<p>Edexcel</p>
<p>Course Description</p> <p>(What you will learn on the course)</p>	<p>Comprises of two units – one mandatory and one optional unit.</p> <p>Mandatory unit Students must complete this unit.</p> <p>Unit 1 - Developing Web Products. This is a practical examination set by Edexcel. This unit aims to give you the knowledge and skills you need to produce attention grabbing web products using web authoring software, multimedia assets and navigation features. You will demonstrate your ability to design, build and test a web product in a practical computer-based examination. You will gain experience of using web authoring software and other software tools for content preparation, be able to optimise images and embed sound, video and animation files. Identify essential elements of html code and make simple alterations, such as changing a hex code to alter a colour or editing ALT text.</p> <p>Optional units include Creative Multimedia, Artwork and Imaging and Game Making.</p> <p>Students must complete one of three optional units. These are summative project briefs set by the exam board. An example of is:</p> <p>Unit 2 - Creative Multimedia This unit aims to give you the skills to use the tools and techniques provided by multimedia authoring software to design and create effective multimedia products for specified purposes and audiences.</p> <p>Five activities are used to assess achievement: Students will be expected to:</p> <ul style="list-style-type: none"> (a) Design multimedia products 0–7 marks (b) Collect, edit and create digital assets 0–5 marks (c) Develop multimedia products 0–9 marks (d) Present evidence in an eportfolio 0–7 marks (e) Review the products 0–5 marks



<p>Learning & Assessment Method</p>	<p>Graded at A*, A, B and C</p> <p>Unit 1 - A practical computer-based examination. There will be one activity in which students will have to use web authoring software and other software tools to design, build and test a web product for a specified audience and purpose as outlined in a client brief. This single activity will require students to draw on a range of knowledge and skills from across the different areas of taught content and integrate them in order to complete the task. Task instructions will be provided on a question paper supplied by Pearson. Students will also be provided with data files which they will need to use to complete the tasks. The examination will last 2 hours and 30 minutes. The total number of marks available is 50.</p> <p>Units 2, 3 and 4 will be solely assessed via a Summative Project Brief (SPB). Each unit has its own SPB. The SPB will present students with a scenario, requiring them to produce multimedia (Unit 2), artwork/images (Unit 3) or a game (Unit 4) that meets the requirements outlined in the brief. Students will draw on knowledge, skills and understanding from across the relevant unit, integrating them into a synoptic piece of work. This will be complete during lesson time.</p>
<p>Requirements</p>	<p>Enthusiastic learner and a good participation record in ICT - A keen interest in ICT is a good start</p>
<p>Career and Learning Progression</p> <p>(What will I be able to do after this course?)</p>	<p>This qualification provides a broad and solid foundation for further study of various aspects of creative computing, such as graphic design, web design, computer games design and interactive media.</p> <p>It supports progress to further study, including:</p> <ul style="list-style-type: none"> • GCE in Media: Communication and Production • Level 3 BTECs in Creative Media Production • Level 3 BTECs in IT • Level 3 Principal Learning in Creative and Media. <p>It also enhances young people's overall digital literacy and gives them a solid foundation for further study and employment.</p>