

# Comparing unit content

## BTEC Level 2 Technical Diploma in **Design Production**

BTEC Level 2 Technical Diploma in Design Production  
NQF BTEC Extended Certificate



## Introduction to BTEC Level 2 Technical Diploma in Design Production

This table maps the content of the new BTEC Level 2 Technical Diploma in Design Production (RQF), shown in the left hand column, against the content of the current [NQF BTEC Extended Certificate] in the right hand column.

This mapping will help you transition from one specification to the other by highlighting where there are changes in content, particularly where there is new content which will need to be delivered to help your learners prepare for the new assessment.

**In order to make the table easy to use and to demonstrate new content we have used a 'traffic lights' colour scheme as follows:**

**GREEN** - covered. In this case the content in the Level 2 Technical is very close indeed to the existing [NQF BTEC Extended Certificate]. In the right hand column the title of the relevant unit and learning outcome (LO) is identified.

**YELLOW** - partially covered. In this case the content is partially covered, perhaps in learning outcomes in more than one unit from the [NQF BTEC Extended Certificate]. Where there is some additional knowledge, this is stated in the left hand column under the heading **NEW CONTENT**

**RED** - not covered. In this case the content in the BTEC L2 Technical is new. It will appear in the left hand column so you can see immediately what you will need to teach.

## Purpose of the qualification:

### Who is the qualification for?

This qualification is for learners who want to start a career in design. It is designed for post-16 learners and can be taken as part of a wider study programme. It is an ideal qualification for learners intending to progress directly to employment in design or a design-related industry, or via a creative Apprenticeship or further technical education.

### What does the qualification cover?

This qualification has been developed in consultation with employers in the design sector of the creative industries to ensure learners develop the skills and behaviours that will give them the best opportunity to be successful when applying for work.

The qualification allows learners to learn about design through practical vocational projects where they apply design thinking and production techniques to develop designs, both collaboratively and individually. This enables them to gain skills in teamwork and communication, as well as learn about technical production skills.

At the end of the qualification, learners will understand the design process and be able to take a concept through to realisation. They will understand through practical engagement the work that goes into design and realising design. The qualification develops understanding and technical skills through mandatory units covering the following.

- Unit 1: Introduction to Design Thinking – explores design thinking methods through practical workshops and projects.
- Unit 2: Introduction to Design Production Techniques – develops practical skills in design production techniques and processes, used in the design industries. This enables learners to gain the making skills to produce design ideas and prototypes.
- Unit 3: Working with Client Briefs – explores the requirements of client briefs used in the design industries and how to integrate feedback into designs, with reference to a target market. This enables learners to gain the skills to plan, pitch and present design ideas that address the needs of the market to a client.
- Unit 4: Design Realisation – develops practical skills in producing design prototypes and realising designs within design constraints. This enables learners to further develop their knowledge and experience with design production techniques to refine and realise design proposals.
- Unit 5: Developing a Design Portfolio – develops the skills and knowledge needed to produce a design portfolio to support further progression in this field. This unit is designed to build on the skills learners have gained through the qualification.
- Unit 6: Creative Design Project – explores the skills needed to develop and produce a design in response to an externally-set creative brief.

The qualification enables learners to build knowledge about the sector and increases their levels of independence and employability; this is achieved through units that build behaviours and attitudes needed to succeed in the creative industries, while developing their technical skills. Learners will also enhance their broader skills in literacy and numeracy, which will be invaluable in supporting progression in other areas.

# Qualification structure

## Pearson BTEC Level 2 Technical Diploma in Design Production

Unit number	Unit title	GLH	Type	How assessed
1	Introduction to Design Thinking	60	Mandatory	Internal
2	Introduction to Design Production Techniques	60	Mandatory	Internal
3	Working with Client Briefs	60	Mandatory	Internal
4	Design Realisation	60	Mandatory	Internal
5	Developing a Design Portfolio	30	Mandatory	Internal
6	Creative Design Project	90	Mandatory	External

<b>BTEC Level 2 Technical Diploma in Design Production</b>		<b>NQF BTEC Extended Certificate</b>
<b>Unit 1 – Introduction to Design Thinking</b>		
<b>Learning Aims</b>		
<b>A</b> Identify design needs	<b>New Content</b>	
<b>B</b> Explore design ideas	<b>New Content and partial coverage, see details below</b>	
<b>C</b> Present a design proposal.	<b>New content and partial coverage, see details below</b>	
<b>Unit Content</b>		
<b>Knowledge and sector skills</b>		
<b>Learning aim A</b> Identify design needs		
<b>A1</b> Exploring open propositions	<b>New content requiring experimentation and reflection</b>	
<b>A2</b> Learning from people	<b>New content requiring working with user groups and others in innovative ways, both digital and in person</b>	
<b>A3</b> Finding patterns and capturing observations	<b>Mostly new content requiring pattern identification and observation although there is partial coverage in Unit 2 Learning Aim A with mind mapping etc</b>	
<b>Learning aim B</b> Explore design ideas		
<b>B1</b> Developing responses to a design problem	<b>New content requiring response to a design 'problem'- similar to issues with 'design briefs' but essentially different so please read the unit content carefully</b>	
<b>B2</b> Gathering feedback and refining ideas	<b>Some new content and some partial coverage – gaining feedback and refining has been part of the earlier qualification in the specialist brief units but there are particular areas here required from the unit content which will need to be covered</b>	

**Learning aim C** Present a design proposal

**C1** Developing proposals

Some new content and some partial coverage from Unit 1 Learning Aim B and the specialist client brief units

**Unit 2 – Introduction to Design Production Techniques**
**Learning Aims**
**A** Explore design production techniques

Partial coverage- see details below for each specific part of this learning aim

**B** Refine design production techniques

Some new content and partial coverage- see details below for each specific part of this learning aim

**C** Produce a record of design production techniques.

Partial coverage- see details below for each specific part of this learning aim

**Unit Content**
**Knowledge and sector skills**
**Learning aim A** Explore design production techniques

**A1** Exploring production techniques and processes in relation to design sector

Units 3 and 4 Learning Aim A contain aspects of this Learning Aim.

**A2** Using production techniques in relation to design principles

Units 3 and 4 Learning Aim A contain aspects of this Learning Aim

**Learning aim B** Refine design production techniques

**B1** Studio work

Partially covered in practical exploration work in Learning Aim A units 3 and 4

**B2** Quality control

New content dealing with specific aspects of quality control, testing and feedback

**Covered**
**Partially covered**
**Not covered**

<b>Learning aim C</b> Produce a record of design production techniques	
<b>C1</b> Prototyping materials, techniques and processes in relation to design sector	<b>Partially covered in units 3 and 4</b> Learning Aim C, partially covered also in specialist client brief units Learning Aim B.
<b>C2</b> Presenting information	<b>Partially covered in Learning Aim D of specialist client brief units</b>
<b>Unit 3 – Working with Client Briefs</b>	
<b>Learning Aims</b>	
<b>A</b> Understand the content and constraints in client briefs	<b>Partial coverage- see details below for each specific part of this learning aim</b>
<b>B</b> Explore initial responses to client briefs	<b>Partial coverage- see details below for each specific part of this learning aim</b>
<b>C</b> Define a proposal in response to a client brief.	<b>Partial coverage and some new content- see details below for each specific part of this learning aim.</b>
<b>Unit Content</b>	
<b>Knowledge and sector skills</b>	
<b>Learning aim A</b> Understand the content and constraints in client briefs	
<b>A1</b> Requirements of the client brief	<b>Partially covered by Learning Aim C in the specialist client brief units 9, 10, 11, 12, 13 etc</b>
<b>A2</b> Design opportunities	<b>Partially covered by Learning Aim B in the specialist client brief units 9, 10, 11, 12, 13 etc</b>
<b>Learning aim B</b> Explore initial responses to client briefs	
<b>B1</b> Exploring products	<b>Partially covered by Learning Aim B in the specialist client brief units 9, 10, 11, 12, 13 etc</b>
<b>B2</b> Exploring processes	<b>Partially covered by Learning Aim B in the specialist client brief units 9, 10, 11, 12, 13 etc</b>

**Learning aim C** Define a proposal in response to a client brief

**C1** Refining ideas

**Partially covered by Learning Aims C and D in the specialist client brief units 9, 10, 11, 12, 13 etc. New content in the form of tests, critiques and collected feedback required**

**C2** Defining a proposal

**Partially covered by Learning Aims C and D in the specialist client brief units 9, 10, 11, 12, 13 etc**

**Unit 4 – Design Realisation**
**Learning Aims**
**A** Explore design production techniques to develop responses to design proposals

**Partial coverage- see details below for each specific part of this learning aim**

**B** Refine design prototypes

**Partial coverage- see details below for each specific part of this learning aim**

**C** Present a final design realisation

**Partial coverage and new content- see details below for each specific part of this learning aim**

**Unit Content**
**Knowledge and sector skills**
**Learning aim A** Explore design production techniques to develop responses to design proposals

**A1** How to respond to a design need or opportunity

**Partially covered in specialist client brief units and by Learning Aim C in units 3 and 4**

**A2** Suitability of techniques for the intended purpose

**Partially covered by Learning Aim B in specialist client brief units and Learning Aim B units 3 and 4**

**Learning aim B** Refine design prototypes

**B1** How to develop design, addressing constraints

**Partially covered by Learning Aim B in specialist client brief units with extra detailing required**

<b>B2</b> Refine prototypes and design solutions	Partially covered by Learning Aim C in specialist client brief units with extra practical detailing required
<b>Learning aim C</b> Present a final design realisation	
<b>C1</b> How to target a specific audience	Partially covered by Learning Aims in specialist units and with new content of appropriate application of digital technology and future global changes etc

### Unit 5 – Developing a Design Portfolio

Learning Aims	
<b>A</b> Design a portfolio to support progression	Partial coverage- see details below for each specific part of this learning aim
<b>B</b> Present a portfolio and get feedback.	Partial coverage- see details below for each specific part of this learning aim

### Unit Content

Knowledge and sector skills	
<b>Learning aim A</b> Design a portfolio to support progression	
<b>A1</b> Defining progression aims	New content requiring the identification of the specific progression related to the proposed portfolio

  

<b>A2</b> Portfolio design	Partially covered in Unit 5 Learning aims A & B
----------------------------	---

### Learning aim B Present a portfolio and get feedback

<b>B1</b> Presenting a portfolio	Partially covered in Unit 5 Learning Aim B
<b>B2</b> Collecting and reviewing feedback	Partially covered in Unit 5 Learning Aim C

<b>Unit 6 – Creative Design Project</b>	
<b>Assessment Outcomes</b>	
<b>Essential Content</b>	
<b>AO1</b> Demonstrate understanding of a design brief through selection of relevant research	<b>Covered- see details below for each specific part of this learning aim</b>
<b>AO2</b> Generate, plan and outline design ideas, informed by research, in response to a brief	<b>Partial coverage- see details below for each specific part of this learning aim</b>
<b>AO3</b> Develop and refine design work through exploration of design production techniques and processes	<b>Covered- see details below for each specific part of this learning aim</b>
<b>AO4</b> Apply design skills to communicate a final design that addresses the requirements of a brief	<b>Covered- see details below for each specific part of this learning aim</b>
<b>A Researching the brief</b>	
<b>A1</b> Understanding the requirements of the brief	<b>Covered in Unit 2 Learning Aim A and the specialist client brief units</b>
<b>A2</b> Undertaking research	<b>Covered in Unit 2 Learning Aim A and the specialist client brief units</b>
<b>A3</b> Selecting information	<b>Covered in Unit 2 Learning Aim A and the specialist client brief units</b>
<b>B Statement of intent</b>	
<b>B1</b> Generating initial ideas	<b>Covered in Unit 2 Learning Aim A and the specialist client brief units</b>
<b>B2</b> Selecting ideas in response to a design brief	<b>Covered in Unit 2 Learning Aim A and the specialist client brief units</b>
<b>B3</b> Preparing a statement of intent	<b>New content requiring a specific 'statement of intent' – please see the unit content for details</b>

**C Developing and refining ideas****C1** Exploring design production techniques**Covered in Unit 2 Learning Aim A and the specialist client brief units****C2** Developing and refining creative work**Covered in Unit 2 Learning Aim B and the specialist client brief units****D Producing the final design****D1** Producing the final design**Covered in Unit 2 Learning Aim B and the specialist client brief units****D2** Selecting work**Covered in Unit 2 Learning Aim B and the specialist client brief units****D3** Presenting work**Covered in Unit 2 Learning Aim B and the specialist client brief units****Covered****Partially covered****Not covered**