

BTEC Level 2 Technical Diploma in Digital Games Production: Sample Delivery Plan

Introduction

This document is aimed at supporting tutors and those delivering BTEC Level 2 Technical qualifications from September 2017. Clear unit planning and understanding of key deadlines are essential for a successful delivery programme. We have therefore produced two sample delivery plans showing how the BTEC Level 2 Technical Diploma in Digital Games Production could be delivered over 12 or 6 months, highlighting assessment milestones and indicating where you can teach units holistically.

Overview of course delivery and assessment

The **BTEC Level 2 Technical Diploma in Digital Games Production** has 360 GLH and the TQT (total qualification time) is 480 hours. It consists of six mandatory units plus one additional unit to be selected from the four optional units available.

Involving employers in the assessment/delivery

Employer involvement in the delivery and/or assessment of technical qualifications is essential. You will need to give evidence of how you have provided opportunities for all your learners to undertake meaningful activity involving employers. 'Meaningful activity' could include:

- structured work experience
- projects, exercises, tasks or assessments set with input from industry practitioners
- units with employer involvement, such as visits to industry and guest speakers
- industry practitioners operating as expert witnesses, contributing to the assessment of a learner's work.

For this qualification, employer involvement must be with employers from the games industry or associated companies in the creative digital media sector.

Which units are externally assessed?

Unit 6 is externally assessed. Assessment for Unit 6 takes the form of a vocational activity in which learners have to respond to a design scenario, carrying out research in order to establish an initial design concept before developing their ideas into a final outcome, with the first assessment in May 2018.

Unit 6 provides the main synoptic assessment for this qualification. It is designed to take place towards the end of the programme and draws on the learning from all other units. The assessment for this unit takes the form of a practical assessment where learners are

issued with a realistic scenario and compile a portfolio of evidence (see Unit 6 assessment activity guidance) where the knowledge and skills gained from Units 1–5 are applied into a practical setting.

Internally assessed units

All other units are assessed through assignments set and marked by the centre. The assessment allows learners to apply technical knowledge and demonstrate mastery of practical and technical skills through realistic tasks and activities.

Induction

Centres are encouraged to timetable a period of induction for learners at the start of the programme. This should include information on topics such as the structure of the units, how to use an assignment brief, the importance of command words, how to work to meet deadlines, the consequences of not meeting deadlines, how to reference work and the importance of evidence submitted for assessment being independently produced, valid and authentic. Centre policies on malpractice and plagiarism should be explained.

This document focuses on providing key dates to plan around and on examples of how the course delivery could be structured, set out in the sections below:

Section 1: Sample delivery plan – 12-month model

- A chart setting out key deliverables over a 12-month period (2 x 18-week semesters)
- Tables showing week-by-week delivery breakdown
- Rationale for the suggested plan

Section 2: Sample delivery plan – 6-month model

- A chart setting out key deliverables over a 6-month period (one semester with 2 x 12-week teaching blocks)
- Tables showing week-by-week delivery breakdown
- Rationale for the suggested plan

Further support can be found within the relevant specification on our website <http://qualifications.pearson.com/>

SECTION 1: Sample 12-month delivery plan

This plan shows how you could deliver the teaching and learning over two 18-week semesters (12 months). It is intended as guidance and is not the only possible model. You can adapt it to suit your local needs.

| | SEMESTER 1 | | SEMESTER 2 | | TOTAL HOURS (GLH) | | TOTAL HOURS (GLH IN CLASSROOM AND PLACEMENT) |
|--|--|-----------------|---|-----------------|-------------------|-----------|--|
| | Unit no. | Classroom hours | Unit no. | Classroom hours | Classroom hours | Placement | |
| | 1 Planning and Pitching a Digital Media Product | 30 | | | | | |
| | 9 3D modelling | 60 | 5 Narrative for Digital Media | 30 | | | |
| | 4 Digital Games Production | 60 | 2 Animation for Digital Media | 60 | | | |
| | 3 Digital Testing | 30 | 6 Digital Production Project (Mandatory synoptic) | 90 | | | |
| | Total placement hours (GL and non-GL) | 0 | Total placement hours (GL and non-GL) | 0 | | | |
| | TOTAL HOURS PER SEMESTER | 180 | | 180 | | | |
| | PER WEEK excl. placement (18-week semester) | 10 | | 10 | | | |
| | PER WEEK incl. placement (18-week semester) | | | | | | |

Week-by-week breakdown over 12 months

Key

| | | | |
|------------|----------------------------------|------------|----------------|
| R | Revision for external assessment | LA | Learning aim |
| EXT | External assessment | WP | Work placement |
| SA | Summative assessment | IND | Induction |

SEMESTER 1

| | Week 1 | Week 2 | Week 3 | Week 4 | Week 5 | Week 6 | Week 7 | Week 8 | Week 9 |
|---|----------|--------|--------|--------|--------|--------|--------|---------|---------|
| Unit 1 (5 hours per week for 6 weeks) | IND/LA A | LA A | LA A | LA.B | LA.B | SA | | | |
| Unit 9 (5 hours per week for 12 weeks) | IND/LA A | LA A | LA A | LA B | LA B | LA B | LA B | LA B/SA | LA B/SA |
| Unit 4 (5 hours per week for 12 weeks) | IND | | | | | | LA A | LA A | LA A |
| Unit 3 (2.5 hours per week for 12 weeks) | IND | | | | | | | | |

SEMESTER 1 (CONT.)

| | Week 10 | Week 11 | Week 12 | Week 13 | Week 14 | Week 15 | Week 16 | Week 17 | Week 18 |
|---|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|
| Unit 1 (5 hours per week for 6 weeks) | | | | | | | | | |
| Unit 9 (5 hours per week for 12 weeks) | LA C | LA C/SA | LA C/SA | | | | | | |
| Unit 4 (5 hours per week for 12 weeks) | LA B | LA B | LA B/SA | LA B/SA | LA C | LA C | LA C/SA | LA C/SA | LA C/SA |
| Unit 3 (5 hours per week for 6 weeks) | | | | LA A | LA A | LA B | LA B | SA | SA |

Key

| | | | |
|------------|----------------------------------|------------|----------------|
| R | Revision for external assessment | LA | Learning aim |
| EXT | External assessment | WP | Work placement |
| SA | Summative assessment | IND | Induction |

SEMESTER 2

| | Week 1 | Week 2 | Week 3 | Week 4 | Week 5 | Week 6 | Week 7 | Week 8 | Week 9 |
|---|---------------|---------------|------------------|------------------|------------------|------------------|------------------|------------------|---------------|
| Unit 5 (5 hours a week for 6 weeks) | LA A | LA A | LA B | LA B | SA | SA | | | |
| Unit 2 (5 hours a week for 12 weeks) | LA.A | LA A | LA A SA/ LA B | LA A SA/ LA B | LA A SA/ LA B | LA A SA/ LA B | LA B SA/ LA C | LA B SA/ LA C | LA C |
| Unit 6 (5 hours per week for 6 weeks plus 10 hours per week for 6 weeks) | LA A | LA A | LA B | LA B | LA B | LA C | LA C | LA D | LA D |

SEMESTER 2 (CONT.)

| | Week 10 | Week 11 | Week 12 | Week 13 | Week 14 | Week 15 | Week 16 | Week 17 | Week 18 |
|--|------------------------|---------|---------|---------|---------|---------|---------|---------|---------|
| Unit 5 | | | | | | | | | |
| Unit 2 (5 hours a week for 12 weeks) | LA C | LA C SA | LA C SA | | | | | | |
| Unit 6 (5 hours per week for 6 weeks/10 hours per week for 6 weeks) | LA D/R and review unit | EXT | EXT | | | | | | |

Sample 12-month plan – rationale

Suggestions for which units to teach in Semester 1

This sample is to teach the programme in one 12-month academic year of 36 weeks. The programme can be taught in two 18-week semesters. A week at the start of Semester 1 has been allowed for induction, which can be used as a general introduction to the course and units, though it is suggested that introductory teaching on the units also begins in Week 1. Time has been built into the plan for summative assessment of the internal units and for the external summative assessment for Unit 6.

In the first semester, it is advised that Units 1, 3, 4 and 9 are taught based on a single project theme linking the four units together. Therefore, each unit will not be taught across the whole 18-week semester but over a specified number of weeks, allowing it to link with other units as follows:

- *Unit 1: Planning and Pitching a Digital Media Product.* The skills developed in this unit can be assessed by learners planning and pitching a digital game product, linking with Unit 4 (LAA).
- *Unit 9: 3D Modelling.* The skills developed in this unit can be assessed by learners developing 3D models that will be used in a digital game environment, linking with Unit 4 (LAB).
- *Unit 4: Digital Games Production.* Once Unit 1 is complete, learners will develop skills in the *Digital Games Production* unit, which will be assessed by producing the game level that they pitched for in Unit 1.
- *Unit 3: Digital Testing.* The skills developed in this unit can be assessed by learners testing the digital games level that they produced for Unit 4.

Suggestions for which units to teach in Semester 2

In the second semester, we suggest Units 2, 5 and 6 should be taught. Units 2 and 5 will introduce learners to new skills and are taught based on a single project theme linking them together. Each unit will not therefore be taught across the whole 18-week semester but over a specified number of weeks allowing them to link together, and these two units will be completed by week 12 to allow learners to focus on preparation for the external synoptic assessment for Unit 6. Units completed in both semesters will be utilised while undertaking the synoptic external assessment for Unit 6.

- *Unit 5: Narrative for Digital Media* will provide the script for the animation that learners will produce for Unit 2.
- *Unit 2: Animation for Digital Media* will develop skills in creative assets and digital animation alongside the delivery of Unit 5. For the Unit 2 assessment, learners will be required to produce an animation based on the script that they produced for Unit 2.
- *Unit 6: Digital Production Project* is the synoptic unit that is externally assessed. Therefore, this unit draws upon the knowledge and understanding obtained by learners in all of the other units, and applies to a practical setting. This unit is assessed practically with learners producing a portfolio of evidence. They will prepare for this unit by undertaking a mock assessment using the skills developed in the other units.

SECTION 2: Sample 6-month delivery plan

This plan shows how you could deliver the teaching, learning and assessment over one semester consisting of two 12-week blocks. It is intended as guidance and is not the only possible model. You can adapt it to suit your local needs.

| | BLOCK 1: Weeks 1–12 | | BLOCK 2: Weeks 13–24 | | TOTAL HOURS (GLH) | | TOTAL HOURS (GLH CLASSROOM AND PLACEMENT) |
|--|---|-----------------|---|-----------------|-------------------|-----------|---|
| | Unit no. | Classroom hours | Unit no. | Classroom hours | Classroom hours | Placement | |
| | 1 Planning and Pitching a Digital Media Product | 30 | 6 Digital Production Project (Mandatory synoptic) | 90 | | | |
| | 4 Digital Games Production | 60 | 3 Digital Testing | 30 | | | |
| | 5 Narrative for Digital Media | 30 | 2 Animation for Digital Media | 60 | | | |
| | 10 Digital Graphics | 60 | | | | | |
| | TOTAL HOURS PER TEACHING BLOCK | 180 | | 180 | | | |
| | PER WEEK excl. placement (12-week block) | 15 | | 15 | | | |
| | PER WEEK incl. placement (12-week block) | | | | | | |

Week-by-week breakdown over 6 months

Key

| | | | |
|------------|----------------------------------|------------|----------------|
| R | Revision for external assessment | LA | Learning aim |
| EXT | External assessment | WP | Work placement |
| SA | Summative assessment | IND | Induction |

BLOCK 1

| | Week 1 | Week 2 | Week 3 | Week 4 | Week 5 | Week 6 | Week 7 | Week 8 | Week 9 | Week 10 | Week 11 | Week 12 |
|--|----------|--------|--------|--------|--------|---------|---------|--------|--------|---------|---------|---------|
| Unit 1 (5 hours over 6 weeks) | IND/LA A | LA A | LA A | LA B | LA B | SA | | | | | | |
| Unit 4 (5 hours over 12 weeks) | LA A | LA A | LA A | LA B | LA B | LA B/SA | LA B/SA | LA C | LA C | LA C/SA | LA C/SA | LA C/SA |
| Unit 5 (5 hours over 6 weeks) | | | | | | | LA A | LA A | LA B | LA B | SA | SA |
| Unit 10 (5 hours over 12 weeks) | IND/LA A | LA A | LA A | LA B | LA B | LA B | LA C | LA C | LA C | R/SA | SA | SA |

| | Week 13 | Week 14 | Week 15 | Week 16 | Week 17 | Week 18 | Week 19 | Week 20 | Week 21 | Week 22 | Week 23 | Week 24 |
|--------------------------------------|---------|---------|------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------|---------|-------------|-------------|
| Unit 3 (2.5 hours) | LA A | LA A | LA A | LA A | SA | SA | LA B | LA B | LA B | LA B | SA | SA |
| Unit 2 (5 hours) | LA.A | LA A | LA A SA/ LA B | LA A SA/ LA B | LA A SA/ LA B | LA A SA/ LA B | LA B SA/ LA C | LA B SA/ LA C | LA C | LA C | LA C/ SA | LA C/ SA |
| Unit 6 (synoptic) (7.5 hours) | LA.A | LA A | LA B | LA.B | LA C | LA C | LA C | LA D | LA D | R/EXT | EXT | EXT |

Sample 6-month plan – rationale

Suggestions for which units to teach in Block 1

This sample is to teach the programme in one 6-month period of 24 weeks. The programme can be taught in two 12-week blocks. A week at the start of Block 1 has been allowed for induction, which can be used as a general introduction to the course and units (although it is suggested that introductory teaching on the units also begins in Week 1). Time has been built into the plan for summative assessment of the internal units and for the external summative assessment for Unit 6.

In the first block, it is advised that Units 1, 4, 5 and 10 are taught.

- *Unit 1: Planning and Pitching a Digital Media Product* will be delivered over 6 weeks. The skills developed in this unit will be assessed by a pitch for a digital animation that will then link to Unit 5 and Unit 2.
- *Unit 5: Narrative for Digital Media* will be delivered over 6 weeks following on from Unit 1, and will provide the script for the animation that learners will produce for Unit 2 (in Block 2).
- *Unit 4: Digital Games Production* will be delivered and assessed over 12 weeks and will link to Unit 3 in Block 2.
- *Unit 10: Digital Graphics* will be delivered as a stand-alone unit over 12 weeks.

Suggestions for which units to teach in Block 2

In the second block, it is suggested that Units 2, 3 and 6 should be taught.

- *Unit 2: Animation for Digital Media* will introduce learners to new skills following on from the planning and script produced in Units 1 and 5.

- *Unit 3: Digital Testing* will follow on from the digital testing that learners undertook for their digital game in Unit 4.
- *Unit 6: Digital Production Project* is the synoptic unit that is externally assessed. Therefore, this unit draws upon the knowledge and understanding obtained by learners in all of the other units, and applies to a practical setting. This unit is assessed practically with learners producing a portfolio of evidence. They will prepare for this unit by undertaking a mock assessment using the skills developed in the other units.