

## Statement of Purpose

### 600/6627/1 – Pearson Edexcel Level 2 Certificate in Digital Applications

#### Who is this qualification for?

The Pearson Level 2 Certificate in Digital Applications is equivalent in size to one GCSE. It is a Technical Award designed to equip pre-16 students working at level 2 with the knowledge, understanding and practical skills they need to research digital products and applications and design and make them for others to use, within the context of a broad Key Stage 4 curriculum.

It will appeal to students who want the opportunity to explore and acquire a broad understanding and knowledge of the creative digital industry and the ability to apply that knowledge in practical contexts.

#### What will the student study as part of this qualification?

The UK is a world leader in the creative digital industries and it needs to build on and improve its capability and capacity for technical innovation and creativity in this area. This qualification has been designed to engage and enthuse young people with an interest in these industries, which include digital graphics, interactive multimedia products and computer games. CiDA encourages students to identify, engage with and apply the skills that contribute to the success of this industry in practical contexts.

The qualification consists of two units, one compulsory (25%) and one (from three) optional (75%). Both units involve the creation of digital products with the optional units offering students an opportunity to focus on a digital product of their choice.

#### Compulsory unit

Unit 1 'Developing Web Products' provides students with the knowledge, and practical and creative skills they need to use web authoring software, multimedia assets and navigation features to produce web products. Students will design, build and test a web product in a computer based examination set by Pearson.

#### Optional units

Unit 2 'Creative Multimedia' gives students 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. Students design multimedia products of their own. This unit is internally assessed through a project brief supplied by Pearson.

Unit 3 'Artwork and Imaging' gives students the skills to use the tools and techniques provided by artwork and imaging software to design and create effective graphic products for specified purposes and audiences. Students design and produce digital images that communicate effectively onscreen and in print and combine them with other components to produce graphic products. This unit is internally assessed through a project brief supplied by Pearson.

Unit 4 'Game Making' enables students to investigate different aspects of the game making industry in order to understand its success. Students then apply their knowledge to plan, design and create computer games. Students use design and development tools to produce a gaming solution. This unit is internally assessed through a project brief supplied by Pearson.

Optional units reflect the breadth of opportunity within the creative digital sector and enable further exploration of specific areas of interest.

**What knowledge and skills will the student develop as part of this qualification and how might these be of use and value in further studies?**

Students will develop a range of knowledge and skills, as outlined above, which will provide a strong basis for progression to further academic or vocational study of computing and IT-related courses at level 3, or an apprenticeship.

Students will also develop a range of transferable knowledge and skills which will be valuable in support of any level 3 qualification, and later in the workplace. This qualification requires students to apply their knowledge and skills to respond to a brief, to work professionally within time limits, to carry out research and evaluate the outcomes and to use appropriate tools to produce digital solutions. They will enhance their English skills through the requirement for analytical writing, and they will apply mathematical skills in the development of the digital products and solutions.

**Which subjects will complement this course?**

This qualification is designed to be taken as part of a broad and balanced curriculum at Key Stage 4. It will go particularly well alongside GCSEs in EBacc subjects (including English and computer science), non-core GCSEs (D&T, art) and/or other Technical Awards (BTEC creative and digital media production, engineering) to provide both curriculum breadth and the skills needed to make informed choices about study post-16.