

## Unit Mapping – QCF BTEC Music (2010) to BTEC International qualifications in Music (2020)

This mapping document is designed as a guide to indicate where the unit content identified within the unit specification of the QCF BTEC Nationals in Music and Music Technology (2010) can be mapped to the Pearson BTEC International Level 3 qualifications in Music (2020).

This document should act as a guide only and centres are advised to consider how current delivery approaches can be adapted to fit in with the new specification. The assessment units in the 2020 qualifications are designed to be adaptable to context and do not have to explicitly cover all of the content of the mapped QCF units in the assessment.

Due to way the creative process works in music, there is a natural development cycle involving: critical listening, experimentation, development of ideas, refinement of ideas, production of outcomes and evaluation. Variations of this process are inherent across many of the QCF units and the same approach can easily be applied to all assessments in the new specification.

### Section 1 - Mandatory Units

All Mandatory units from all sizes of QCF qualifications have been mapped at Learning Outcome level to indicate where the unit content and assessment criteria can be delivered and assessed in the 2020 specification. *(Note that some of these QCF units can be found as Specialist or Optional units within other qualification sizes/pathways.)*

Unit	2010	2020		
	Learning Outcome	Module	Assessment Unit	Assessment Criteria
<b>3 Arranging Music</b>	1 Know arranging techniques through the study of musical arrangements of others	A	A3 Using musical styles	A3.3 Review the stylistic conventions of musical material
	2 Be able to arrange music for different groups and resources	A	A3 Using musical styles	A3.2 Apply musical elements to material in response to a brief
	3 Be able to manipulate elements of music to produce musical arrangements	A	A3 Using musical styles	A3.2 Apply musical elements to material in response to a brief
	4 Be able to create scores and parts of arrangements for different instruments/voices	-	-	-

<b>4 Aural Perception Skills</b>	1 Know about different intervals and pitches	A/B	A2/B5 Creating musical material	A2.2/B5.2 Apply creative processes when developing musical material
	2 Know about chords and chord progressions	A/B	A2/B5 Creating musical material	A2.2/B5.2 Apply creative processes when developing musical material
	3 Know about simple and complex rhythms	A/B	A2/B5 Creating musical material	A2.2/B5.2 Apply creative processes when developing musical material
	4 Know about harmony and tonality.	A/B	A2/B5 Creating musical material	A2.2/B5.2 Apply creative processes when developing musical material
<b>5 Backline Technical Management</b>	1 Know the design and construction basics of backline instruments	-	-	-
	2 Be able to set up and maintain backline instruments and equipment	B	B6 Music technology and live events	B6.2 Understand how to set up equipment for live events
	3 Know technical roles and commercial practice	E	E12 Undertaking a defined technical project role	E12.3 Contribute to a project within a technical role
	4 Know Health and Safety practice for the backline technician	E	E12 Undertaking a defined technical project role	E12.3 Contribute to a project within a technical role
<b>7 Composing Music</b>	1 Be able to originate compositional ideas	A/B	A2/B5 Creating musical material	A2.2/B5.2 Apply creative processes when developing musical material
	2 Know how to extend, develop and manipulate musical material	A/B	A2/B5 Creating musical material	A2.2/B5.2 Apply creative processes when developing musical material
	3 Be able to appreciate the role and importance of the structural elements of composition	A/B	A2/B5 Creating musical material	A2.2/B5.2 Apply creative processes when developing musical material
	4 Be able to present a portfolio of compositions in an appropriate format	A/B	A2/B5 Creating musical material	A2.2/B5.2 Apply creative processes when developing musical material

<b>9 Delivering a Music Product</b>	1 Know how to plan and set up recording sessions that encompass a variety of techniques	B	B4 Studio recording	B4.1 Demonstrate an understanding of studio recording equipment
	2 Be able to undertake a range of roles in the recording and production of contrasting multi-track material	B	B4 Studio recording	B4. 2 Apply multi-track recording techniques
	3 Be able to complete effective stereo mixes of the multi-track recordings	B	B4 Studio recording	B4.3 Apply mixing skills to a recording
	4 Be able to edit and master the material	B	B4 Studio recording	B4.3 Apply mixing skills to a recording
<b>10 DJ Performance Techniques</b>	1 Understand the equipment used by a performing DJ	B	B6 Music technology and live events	B6.1 Plan to use music technology in a live event B6.2 Understand how to set up equipment for live events
	2 Be able to perform DJ mixing techniques	B	B6 Music technology and live events	B6.3 Apply skills when operating music technology equipment in a live event
	3 Be able to perform creative DJ performance techniques	B	B6 Music technology and live events	B6.3 Apply skills when operating music technology equipment in a live event
	4 Be able to perform a DJ set to an audience using appropriate techniques	B	B6 Music technology and live events	B6.3 Apply skills when operating music technology equipment in a live event
<b>11 Music Events Management</b>	1 Know the factors that define a music event	E	E13 Using creative collaboration to develop a project	E13.1 Demonstrate personal engagement and individual responsibility when developing a collaborative project
	2 Know the factors that will influence the success of a music event	E	E13 Using creative collaboration to develop a project	E13.1 Demonstrate personal engagement and individual responsibility when developing a collaborative project
	3 Be able to apply planning procedures for a proposed music event	E	E13 Using creative collaboration to develop a project	E13.1 Demonstrate personal engagement and individual responsibility when developing a collaborative project
	4 Be able to manage a music event	E	E14 Producing a collaborative project	E14.3 Present a final collaborative music project

<b>14 Listening Skills for Music Technologists</b>	1 Know the musical components in recordings or performances	A	A3 Using musical styles	A3.3 Review the stylistic conventions of musical material
		B	B4 Studio recording	B4.3 Apply mixing skills to a recording
	2 Know the sonic components in recordings or performances	B	B4 Studio recording	B4.3 Apply mixing skills to a recording
	3 Know sonic faults or negative components of recordings or performances	B	B4 Studio recording	B4.3 Apply mixing skills to a recording
<b>16 Major Music Project</b>	4 Know the texture of vocal and instrumental resources and their acoustic environment in recordings or performances	A	A3 Using musical styles	A3.3 Review the stylistic conventions of musical material
		B	B4 Studio recording	B4.3 Apply mixing skills to a recording
	1 Know the different roles in the live music industry	C	C7 Planning a career in the industry	C7.2 Understand sectors and employment in the music industry
	2 Be able to prepare and work as a member of a team towards a successful live event	E	E13 Using creative collaboration to develop a project	E13.3 Apply collaborative skills when developing a project
	3 Be able to prepare individually for the delivery of a successful live music event, undertaking appropriate responsibilities throughout the project	E	E13 Using creative collaboration to develop a project	E13.1 Demonstrate personal engagement and individual responsibility when developing a collaborative project
	4 Know how to prepare a budget for a live music event	E	E13 Using creative collaboration to develop a project	E13.1 Demonstrate personal engagement and individual responsibility when developing a collaborative project
5 Be able to contribute to a performance to a technically acceptable level appropriate to context	E	E14 Producing a collaborative project	E14.1 Demonstrate technical music skills in a final collaborative project E14.2 Demonstrate creative music skills in a final collaborative project	
6 Understand the complete process in preparing for and delivering a live music event	E	E13 Using creative collaboration to develop a project	E13.1 Demonstrate personal engagement and individual responsibility when developing a collaborative project E13.2 Demonstrate musical skills when developing a collaborative project	

<b>19 Music and Society</b>	1 Know the functions of music in society	C	C7 Planning a career in the industry	C7.1 Understand the development of the music industry
	2 Know how technology affects music making and consumption in society	C	C7 Planning a career in the industry	C7.1 Understand the development of the music industry
	3 Know how politics affects music-makers and users	C	C7 Planning a career in the industry	C7.1 Understand the development of the music industry
	4 Know how business and industry affect music-makers and users	C	C7 Planning a career in the industry	C7.1 Understand the development of the music industry
<b>23 Music Performance Techniques</b>	1 Know effective instrumental or vocal technique through a structured practice routine	D	D8 Using development plans to refine skills	D8.2 Create a plan for personal musical development D8.3 Develop musical skills in response to the plan
	2 Be able to apply effective instrumental or vocal technique in solo performance	D	D10 Using material for self-promotion and networking	D10.3 Present self-promotional material for planned opportunities
	3 Be able to apply effective instrumental or vocal technique in group performance	A	A1 Performing as an ensemble	A1.3 Apply ensemble performance skills
<b>24 Music Project</b>	1 Be able to prepare and work as a member of a team towards a successful live event	E	E13 Using creative collaboration to develop a project	E13.3 Apply collaborative skills when developing a project
	2 Be able to prepare individually for the delivery of a successful live music event, undertaking appropriate responsibilities throughout the project	E	E13 Using creative collaboration to develop a project	E13.1 Demonstrate personal engagement and individual responsibility when developing a collaborative project
	3 Be able to contribute to a performance to a technically acceptable level appropriate to context	E	E14 Producing a collaborative project	E14.1 Demonstrate technical music skills in a final collaborative project E14.2 Demonstrate creative music skills in a final collaborative project
	4 Understand the complete process when preparing for and delivering a live music event	E	E13 Using creative collaboration to develop a project	E13.1 Demonstrate personal engagement and individual responsibility when developing a collaborative project E13.2 Demonstrate musical skills when developing a collaborative project

<b>25 Music Production Techniques</b>	1 Understand manufacturers' specifications for a range of audio recording equipment	B	B4 Studio recording	B4.1 Demonstrate an understanding of studio recording equipment
	2 Be able to set up the equipment required for a recording session	B	B4 Studio recording	B4.1 Demonstrate an understanding of studio recording equipment
	3 Be able to capture audio sources using multitrack recording techniques	B	B4 Studio recording	B4. 2 Apply multi-track recording techniques
	4 Be able to mix multitrack recordings	B	B4 Studio recording	B4.3 Apply mixing skills to a recording
<b>31 Planning and Delivering a Music Project</b>	1 Know how to plan and set up recording sessions that encompass a variety of techniques	B	B4 Studio recording	B4.1 Demonstrate an understanding of studio recording equipment
	2 Be able to undertake a range of roles in the recording and production of contrasting multi-track material	B	B4 Studio recording	B4. 2 Apply multi-track recording techniques
	3 Be able to complete effective stereo mixes of the multi-track recordings	B	B4 Studio recording	B4.3 Apply mixing skills to a recording
	4 Be able to edit and master the material	B	B4 Studio recording	B4.3 Apply mixing skills to a recording
	5 Be able to produce financial records	E	E13 Using creative collaboration to develop a project	E13.1 Demonstrate personal engagement and individual responsibility when developing a collaborative project
	6 Know the related roles and relationships across the industry	C	C7 Planning a career in the industry	C7.2 Understand sectors and employment in the music industry
	7 Understand how to review the process at its conclusion	-	-	-

<b>32 Sequencing Systems and Techniques</b>	1 Be able to set up a computer and peripheral MIDI hardware safely	-	-	-
	2 Be able to realise musical ideas using MIDI sequencing skills	A/B	A2/B5 Creating musical material	A2.1/B5.1 Demonstrate an understanding of music sequencing techniques when developing musical material in response to a brief
	3 Be able to realise musical ideas using audio sequencing skills	A/B	A2/B5 Creating musical material	A2.1/B5.1 Demonstrate an understanding of music sequencing techniques when developing musical material in response to a brief
	4 Understand the terminology associated with music sequencing techniques	A/B	A2/B5 Creating musical material	A2.1/B5.1 Demonstrate an understanding of music sequencing techniques when developing musical material in response to a brief
<b>34 Contemporary Song writing Techniques</b>	1 Know how, in a range of contexts, different songwriters construct songs	-	-	-
	2 Be able to write or adapt material for use as effective lyrics	-	-	-
	3 Be able to compose music for lyrics to create effective songs	A	A2 Creating musical material	A2.2 Apply creative processes when developing musical material
	4 Be able to produce a portfolio of original songs showing a range of genres and styles	A	A3 Using musical styles	A3.2 Apply musical elements to material in response to a brief
<b>39 The Sound and Music Industry</b>	1 Know about the sound and music industries and how they relate to the broader entertainment industry	C	C7 Planning a career in the industry	C7.2 Understand sectors and employment in the music industry
	2 Know the professional roles within a chosen area of the music industry	C	C7 Planning a career in the industry	C7.2 Understand sectors and employment in the music industry
	3 Be able to create a business plan for a product or service	D	D9 Producing a personal project	D9.1 Devise and develop a personal music project
	4 Know the importance of royalties in the sound and music industry	C	C7 Planning a career in the industry	C7.2 Understand sectors and employment in the music industry

## Section 2 – Specialist units

All Specialist units from all sizes of the QCF specification have been mapped at Learning Outcome level to indicate where the unit content and assessment criteria can be delivered and assessed in the new specification. *(Note that specialist units for some qualification sizes/pathways are mandatory in other qualifications and so are included in the mandatory mapping above instead.)*

Unit	2010		2020	
	Learning Outcome	Module	Assessment Unit	Assessment Criteria
<b>26 Music Technology in Performance</b>	1 Know how music technology can be used in performance	B	B6 Music technology and live events	B6.1 Plan to use music technology in a live event
	2 Know the historical context of electronic music performance	C	C7 Planning a career in the industry	C7.1 Understand the development of the music industry
	3 Be able to use music technology in performance	B	B6 Music technology and live events	B6.3 Apply skills when operating music technology equipment in a live event
	4 Be able to perform with related art forms using music technology	B	B6 Music technology and live events	B6.3 Apply skills when operating music technology equipment in a live event
<b>33 Solo Music Performance Skills</b>	1 Know how to choose appropriate pieces for an extended programme of music	-	-	-
	2 Be able to perform an extended programme of music to an audience	-	-	-
	3 Know the processes required in preparation for the performance of an extended programme of music	A	A1 Performing as an ensemble	A1.1 Contribute to the development of musical material through rehearsal



<b>35 Sound Creation and Manipulation</b>	1 Understand the relationship between acoustic theory and the fundamentals of synthesis	-	-	-
	2 Be able to use the editing functions of a synthesiser	-	-	-
	3 Be able to use the editing functions of a sampler	-	-	-
	4 Be able to realise musical ideas that combine synthesis and sampling techniques	-	-	-
<b>40 Working and Developing as a Music Ensemble</b>	1 Understand the elements of musical ensembles	-	-	-
	2 Be able to plan as a musical ensemble	A	A1 Performing as an ensemble	A1.1 Contribute to the development of musical material through rehearsal
	3 Be able to develop as a musical ensemble	A	A1 Performing as an ensemble	A1.1 Contribute to the development of musical material through rehearsal
	4 Be able to perform as a musical ensemble	A	A1 Performing as an ensemble	A1.3 Apply ensemble performance skills

### Section 3 - Optional units

A selection of optional units from all sizes of the QCF specification have been mapped at Learning Outcome level to indicate where the unit content and assessment criteria can be delivered and assessed in the new specification. *(Note that optional units for some qualification sizes/pathways are mandatory or specialist in other qualifications and so are included in the mappings above instead.)*

Unit	2010		2020	
	Learning Outcome	Module	Assessment Unit	Assessment Criteria
<b>22 Music Performance Session Styles</b>	1 Understand the stylistic elements across a wide range of musical genres	A	A3 Using musical styles	A3.3 Review the stylistic conventions of musical material
	2 Be able to develop stylistically accurate musical material for contrasting genres	A	A3 Using musical styles	A3.1 Apply stylistic conventions to musical material in response to a brief
	3 Be able to apply stylistically accurate elements to a range of musical genres in different performance situations	A	A3 Using musical styles	A3.1 Apply stylistic conventions to musical material in response to a brief
<b>29 Live Sound Techniques</b>	1 Know the sound reinforcement equipment requirements for a music venue	B	B6 Music technology and live events	B6.1 Plan to use music technology in a live event
	2 Be able to set up a sound system showing due regard for health and safety procedures	B	B6 Music technology and live events	B6.2 Understand how to set up equipment for live events
	3 Be able to set up outboard equipment for live sound reinforcement	B	B6 Music technology and live events	B6.2 Understand how to set up equipment for live events
	4 Be able to establish an on-stage mix for a performer	B	B6 Music technology and live events	B6.2 Understand how to set up equipment for live events

<b>38 The Music Freelance World</b>	1 Know the financial and management issues of self-employment	C	C7 Planning a career in the industry	C7.2 Understand sectors and employment in the music industry
	2 Know the skills and knowledge required for self-development as a freelancer	D	D8 Using development plans to refine skill	D8.1 identify personal opportunities and areas for improvement related to progression
	3 Know professional approaches to employment	D	D10 Using material for self-promotion and networking	D10.1 Define and plan self-promotional material in relation to networking opportunities
	4 Know about entrepreneurial approaches to image, market and opportunity	D	D10 Using material for self-promotion and networking	D10.2 Select and create content for self-promotional material D10.3 Present self-promotional material for planned opportunities