# CONTENTS

Introduction 3

**Cambridge Technicals in Media 2012 units**

<table>
<thead>
<tr>
<th>Unit</th>
<th>Title</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>01</td>
<td>Analysing media products and audiences</td>
<td>4</td>
</tr>
<tr>
<td>10</td>
<td>Media adaptations</td>
<td>5</td>
</tr>
<tr>
<td>11</td>
<td>Scriptwriting for media products</td>
<td>6</td>
</tr>
<tr>
<td>12</td>
<td>Set design for media productions</td>
<td>7</td>
</tr>
<tr>
<td>13</td>
<td>Planning and pitching a print-based media product</td>
<td>8</td>
</tr>
<tr>
<td>14</td>
<td>Producing a print-based media product</td>
<td>9</td>
</tr>
<tr>
<td>15</td>
<td>Print-based advertising media</td>
<td>10</td>
</tr>
<tr>
<td>16</td>
<td>Planning and pitching an audio-visual media product</td>
<td>11</td>
</tr>
<tr>
<td>17</td>
<td>Producing an audio-visual media product</td>
<td>12</td>
</tr>
<tr>
<td>18</td>
<td>Audio-visual advertising media</td>
<td>13</td>
</tr>
<tr>
<td>19</td>
<td>Planning and pitching an audio media product</td>
<td>14</td>
</tr>
<tr>
<td>20</td>
<td>Producing an audio media product</td>
<td>15</td>
</tr>
<tr>
<td>21</td>
<td>Audio advertising media</td>
<td>16</td>
</tr>
<tr>
<td>22</td>
<td>Production roles in media organisations</td>
<td>17</td>
</tr>
<tr>
<td>23</td>
<td>Planning for media exhibitions or events</td>
<td>17</td>
</tr>
<tr>
<td>24</td>
<td>Preparing for a career in the media industry</td>
<td>18</td>
</tr>
<tr>
<td>30</td>
<td>UK media publishing</td>
<td>19</td>
</tr>
<tr>
<td>31</td>
<td>Photography for media products</td>
<td>20</td>
</tr>
<tr>
<td>32</td>
<td>Graphic design for media productions</td>
<td>21</td>
</tr>
<tr>
<td>33</td>
<td>Comics and graphic novels</td>
<td>22</td>
</tr>
<tr>
<td>34</td>
<td>Web authoring and design</td>
<td>23</td>
</tr>
<tr>
<td>35</td>
<td>Social media products</td>
<td>24</td>
</tr>
<tr>
<td>40</td>
<td>UK film studies</td>
<td>25</td>
</tr>
<tr>
<td>41</td>
<td>Production and post-production for film</td>
<td>26</td>
</tr>
<tr>
<td>42</td>
<td>UK TV broadcasting</td>
<td>27</td>
</tr>
<tr>
<td>43</td>
<td>Production and post-production for TV</td>
<td>28</td>
</tr>
<tr>
<td>44</td>
<td>Visual effects for TV and film</td>
<td>29</td>
</tr>
<tr>
<td>45</td>
<td>Special effects for TV and film</td>
<td>30</td>
</tr>
<tr>
<td>46</td>
<td>Audio-visual promos</td>
<td>31</td>
</tr>
<tr>
<td>47</td>
<td>Acting for the screen</td>
<td>32</td>
</tr>
<tr>
<td>50</td>
<td>Sound for media products</td>
<td>33</td>
</tr>
<tr>
<td>51</td>
<td>UK music studies</td>
<td>34</td>
</tr>
<tr>
<td>52</td>
<td>Music technology, recording and production</td>
<td>35</td>
</tr>
<tr>
<td>53</td>
<td>UK radio broadcasting</td>
<td>36</td>
</tr>
<tr>
<td>54</td>
<td>Radio drama production</td>
<td>37</td>
</tr>
<tr>
<td>55</td>
<td>Talk and music radio production</td>
<td>37</td>
</tr>
<tr>
<td>60</td>
<td>Games industry</td>
<td>38</td>
</tr>
<tr>
<td>61</td>
<td>Animation studies</td>
<td>39</td>
</tr>
<tr>
<td>62</td>
<td>3D modelled environments for games</td>
<td>40</td>
</tr>
<tr>
<td>63</td>
<td>3D character modelling for games and animation</td>
<td>41</td>
</tr>
<tr>
<td>65</td>
<td>Games production</td>
<td>42</td>
</tr>
<tr>
<td>66</td>
<td>Animation production</td>
<td>43</td>
</tr>
</tbody>
</table>
INTRODUCTION

This document lists the current Cambridge Technicals Units and Learning Outcomes (LO) and maps them to the new Cambridge Technicals Units and Learning Outcomes so that you can see where each learning outcome has remained, changed, moved or been removed.

DIGITAL MEDIA

The Cambridge Technicals in Digital Media have been developed to meet the changing needs of the sector, and prepare your students for the challenges they’ll face in Higher Education or employment. Designed in collaboration with experts spanning the breadth of the sector, the Cambridge Technicals in Digital Media focuses on the skills, knowledge and understanding that today’s universities and employers demand. Your students will apply practical skills and knowledge in preparation for further study or the workplace.

When developing the Certificate qualifications we worked with universities to design the content and assessment of these qualifications – ensuring that your learners are prepared and have the skills to progress to degree level.

For the Tech Levels we worked with universities, industry experts and employers to design the content and assessment of these qualifications – ensuring that your learners are prepared and have the skills to progress to degree level, an apprenticeship, or work.

The two Diplomas have two vocational pathways within them that can be followed. Each pathway focuses on industry sectors and job roles that your learners will actually be able to do having completed a Cambridge Technical. We’ve worked in partnership with industry to make sure your learners can progress directly into the sector in job roles that are appropriate for their age and experience.

TEACHING AND LEARNING RESOURCES

New resources are being developed to support your teaching of this new qualification. These will include Delivery Guides, Resource Links, Lesson Elements, Project Approaches, a Qualifications Calculator and a Progress Tracker.

To find out more about this qualification please go to: http://www.ocr.org.uk/qualifications/cambridge-technicals-digital-media-certificate-extended-certificate-foundation-diploma-diploma-05843-05846-2016-suite/

2016 Suite

• New suite for first teaching September 2016
• Externally assessed content
• Eligible for Key Stage 5 performance points from 2018
• Designed to meet the DfE technical guidance
# MAPPING

<table>
<thead>
<tr>
<th>Unit no.</th>
<th>Unit title</th>
<th>LO no.</th>
<th>LO title</th>
<th>THE CHANGE</th>
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<tr>
<td></td>
<td>Analysing Media Products and Audiences</td>
<td>LO1</td>
<td>Understand media products and the institutions that create them</td>
<td>This LO is similar in the new Technicals BUT DOES NOT have the same title</td>
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<td>Media products and audiences (Externally assessed)</td>
<td>LO1</td>
<td>Understand the ownership models of media institutions</td>
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<td></td>
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<td>LO2</td>
<td>Understand the relationship between media products and their target audience</td>
<td>This LO is no longer stand-alone and has been divided and is now in multiple units/LOs</td>
<td></td>
<td></td>
<td>LO2</td>
<td>Understand how media products are advertised and distributed</td>
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<td></td>
<td></td>
<td>LO3</td>
<td>Understand how media products are distributed and promoted</td>
<td>This LO is similar in the new Technicals BUT DOES NOT have the same title</td>
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<td>LO3</td>
<td>Understand how meaning is created in media products</td>
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<td></td>
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<td>LO4</td>
<td>Understand ethical, legal, and regulatory issues associated with media products</td>
<td>This LO is no longer stand-alone and has been divided and is now in multiple units/LOs</td>
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<td>LO4</td>
<td>Understand the target audiences of media products</td>
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<td>LO5</td>
<td>Be able to evaluate research data used by media institutions</td>
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<td>LO6</td>
<td>Be able to evaluate legal, ethical and regulatory issues associated with media products</td>
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<td>Media Adaptations</td>
<td>LO1</td>
<td>Understand pre-existing products are adapted for use in different media formats</td>
<td>These LOs are no longer stand-alone and have been divided and are now in multiple units/LOs</td>
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<td>Cross media industry awareness</td>
<td>LO1</td>
<td>Understand the products that are produced within and across media industries</td>
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<td></td>
<td></td>
<td>LO2</td>
<td>Be able to develop a treatment or proposal and storyboard for an adaptation idea</td>
<td>These LOs are not in any of the new Technicals units</td>
<td>23</td>
<td>Create a personal media profile</td>
<td>LO3</td>
<td>Be able to repurpose content and create the personal media profile</td>
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<td>LO3</td>
<td>Be able to pitch a developed adaptation idea for feedback</td>
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<td>LO4</td>
<td>Be able to use their review of feedback gained to refine a planned adaptation idea</td>
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<td>11</td>
<td>Scriptwriting for Media Products</td>
<td>LO1</td>
<td>Understand scripted elements in a range of media products</td>
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<td>22</td>
<td>Scripting for media products</td>
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<td>Understand scripted elements for a range of media products</td>
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<td>LO2</td>
<td>Be able to generate ideas for the scripted element of a media product, in response to a client brief</td>
<td>These LOs are similar in the new Technicals BUT DO NOT have the same titles</td>
<td></td>
<td>LO2</td>
<td>Be able to generate ideas and plan the script for a media product, in response to a client brief</td>
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<td>LO3</td>
<td>Be able to produce the scripted element of a media product, in response to a client brief</td>
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<td>LO3</td>
<td>Be able to produce the script for a media product, in response to a client brief</td>
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<td>LO4</td>
<td>Be able to present the scripted element to a client for feedback</td>
<td>This LO is not in any of the new Technicals units</td>
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<td>LO5</td>
<td>Be able to revise the scripted element using client feedback gained</td>
<td>This LO is no longer stand-alone and has been divided and is now in multiple units/LOs</td>
<td>22</td>
<td>Scripting for media products</td>
<td>LO3</td>
<td>Be able to produce the script for a media product, in response to a client brief</td>
<td>This is captured through evaluation, including feedback received.</td>
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<td>Unit no.</td>
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<td>12</td>
<td>Set Design for Media Productions</td>
<td>LO1</td>
<td>Understand the use of 3D sets and set design, and their application in audio-visual media products</td>
<td>These LOs are not in any of the new Technicals units</td>
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<td>LO2</td>
<td>Be able to develop ideas for a 3D set design to be used in the production of an audio-visual media product</td>
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<td>LO3</td>
<td>Be able to plan for the safe production of a 3D set to be used in the production of an audio-visual media product</td>
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<td>LO4</td>
<td>Be able to safely construct and test a 3D scale model of a planned set design</td>
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<td>Unit no.</td>
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<tr>
<td>13</td>
<td>Planning and Pitching a Print-Based Media Product</td>
<td>LO1</td>
<td>Understand existing print-based media products and how they are created</td>
<td>This LO is no longer stand-alone and has been divided and is now in multiple units/LOs</td>
<td>24</td>
<td>Cross media industry awareness (Internally assessed)</td>
<td>LO1</td>
<td>Understand the products that are produced within and across media industries</td>
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<td></td>
<td></td>
<td>LO2</td>
<td>Be able to generate ideas for an original print-based media product</td>
<td>This LO is similar in the new Technicals BUT DOES NOT have the same title</td>
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<td></td>
<td>L01</td>
<td>Be able to generate ideas for an original media product based on a client brief</td>
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<td>LO3</td>
<td>Be able to develop ideas by creating proposals and sample materials for two original print-based products</td>
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<td>L02</td>
<td>Be able to create a proposal and pitch for an original media product based on a given brief</td>
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<td>LO4</td>
<td>Be able to pitch ideas on proposed print-based products to an editor, client or focus group for feedback</td>
<td>These LOs are no longer stand-alone and have been divided and are now in multiple units/LOs</td>
<td>21</td>
<td>Planning and delivering a pitch (Internally assessed)</td>
<td>LO3</td>
<td>Be able to pitch ideas on a proposed media product and respond to questions</td>
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<td>LO5</td>
<td>Be able to use feedback gained to inform the development and planning of an original print-based media product</td>
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**Cambridge Technicals in Digital Media 2016 units**

- **LO1**
  - Understand the products that are produced within and across media industries
- **LO2**
  - Be able to generate ideas for an original media product based on a client brief
- **LO3**
  - Be able to create a proposal and pitch for an original media product based on a given brief
- **LO4**
  - Be able to pitch ideas on a proposed media product and respond to questions
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<th>Unit no.</th>
<th>Unit title</th>
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<tbody>
<tr>
<td>14</td>
<td>Producing a Print-Based Media Product</td>
<td>LO1</td>
<td>Be able to produce pre-production materials for a planned original print media product</td>
<td>These LOs are no longer stand-alone and have been divided and are now in multiple units/LOs</td>
<td>3</td>
<td>Create a media product (Internally assessed)</td>
<td>LO1</td>
<td>Be able to create a proposal with sample materials for an original media product to a client brief</td>
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<td>LO2</td>
<td>Be able to assess locations, risks, and legal/ethical issues relevant to their print media product, finding solutions to any risks or issues identified</td>
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<td>LO2</td>
<td>Be able to plan and develop pre-production materials for an original media product to a client brief</td>
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<td></td>
<td>LO3</td>
<td>Be able to produce materials for use in an original print media product</td>
<td>These LOs are similar in the new Technicals BUT DO NOT have the same titles</td>
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<td></td>
<td>LO3</td>
<td>Be able to create production materials for an original media product to a client brief</td>
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<td></td>
<td>LO4</td>
<td>Be able to edit materials to produce a final print media product</td>
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<td>LO4</td>
<td>Be able to carry out post-production techniques and processes for an original media product to a client brief</td>
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## MAPPING

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<tr>
<td>15</td>
<td>Print-Based Advertising Media</td>
<td>LO1</td>
<td>Understand how print-based advertisements are used within existing advertising campaigns</td>
<td>20</td>
<td>Advertising media (Internally assessed)</td>
<td>LO1</td>
<td>Know how existing advertising campaigns embed advertisements across a range of media products</td>
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<td>LO2</td>
<td>Be able to plan an advertising campaign that includes print-based advertisements</td>
<td>20</td>
<td>Advertising media (Internally assessed)</td>
<td>LO2</td>
<td>Be able to plan a cross media advertising campaign to a client brief</td>
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<td>LO3</td>
<td>Be able to plan original print-based advertisements to be used within an advertising campaign</td>
<td>20</td>
<td>Advertising media (Internally assessed)</td>
<td>LO3</td>
<td>Be able to produce the planned media components</td>
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<td>LO4</td>
<td>Be able to present print-based advertisement ideas to a client for feedback</td>
<td>21</td>
<td>Planning and delivering a pitch (Internally assessed)</td>
<td>LO3</td>
<td>Be able to pitch ideas on a proposed media product and respond to questions</td>
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<td>LO5</td>
<td>Be able to produce an original print-based advertisement to be used within an advertising campaign</td>
<td>20</td>
<td>Advertising media (Internally assessed)</td>
<td>LO3</td>
<td>Be able to produce the planned media components</td>
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<th>Cambridge Technicals in Media 2012 units</th>
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<tbody>
<tr>
<td><strong>Unit no.</strong></td>
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<tr>
<td>16</td>
<td>Planning and Pitching an Audio-Visual Media Product</td>
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<td>Producing an Audio-Visual Media Product</td>
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<tr>
<td>18</td>
<td>Audio-Visual Advertising Media</td>
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<tr>
<td>19</td>
<td>Planning and Pitching an Audio Media Product</td>
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<tr>
<td>20</td>
<td>Producing an Audio Media Product</td>
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### Cambridge Technicals in Media 2012 units

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</tr>
</thead>
<tbody>
<tr>
<td>21</td>
<td>Audio Advertising Media</td>
<td>LO1</td>
<td>Understand how audio advertisements are used within existing advertising campaigns</td>
<td></td>
<td>Advertising media</td>
<td>LO1</td>
<td>Know how existing advertising campaigns embed advertisements across a range of media products</td>
</tr>
<tr>
<td></td>
<td></td>
<td>LO2</td>
<td>Be able to plan an advertising campaign that includes audio advertisements</td>
<td></td>
<td></td>
<td>LO2</td>
<td>Be able to plan a cross media advertising campaign to a client brief</td>
</tr>
<tr>
<td></td>
<td></td>
<td>LO3</td>
<td>Be able to plan original audio advertisements to be used within an advertising campaign</td>
<td></td>
<td></td>
<td>LO3</td>
<td>Be able to produce the planned media components</td>
</tr>
<tr>
<td></td>
<td></td>
<td>LO4</td>
<td>Be able to present audio advertisement ideas to a client for feedback</td>
<td></td>
<td>Planning and delivering a pitch</td>
<td>LO3</td>
<td>Be able to pitch ideas on a proposed media product and respond to questions</td>
</tr>
<tr>
<td></td>
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<td>LO5</td>
<td>Be able to produce an original audio advertisement to be used within an advertising campaign</td>
<td></td>
<td>Advertising media</td>
<td>LO3</td>
<td>Be able to produce the planned media components</td>
</tr>
</tbody>
</table>

### Cambridge Technicals in Digital Media 2016 units

<table>
<thead>
<tr>
<th>LO no.</th>
<th>LO title</th>
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</thead>
<tbody>
<tr>
<td>LO1</td>
<td>Understand how audio advertisements are used within existing advertising campaigns</td>
</tr>
<tr>
<td>LO2</td>
<td>Be able to plan an advertising campaign that includes audio advertisements</td>
</tr>
<tr>
<td>LO3</td>
<td>Be able to plan original audio advertisements to be used within an advertising campaign</td>
</tr>
<tr>
<td>LO4</td>
<td>Be able to present audio advertisement ideas to a client for feedback</td>
</tr>
<tr>
<td>LO5</td>
<td>Be able to produce an original audio advertisement to be used within an advertising campaign</td>
</tr>
</tbody>
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#### The Change

- These LOs are similar in the new Technicals but do NOT have the same titles.
- These LOs are no longer stand-alone and have been divided and are now in multiple units/LOs.
<table>
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<tr>
<th>Cambridge Technicals in Media 2012 units</th>
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<tr>
<td><strong>Unit no.</strong></td>
<td><strong>Unit title</strong></td>
</tr>
<tr>
<td>22</td>
<td>Production Roles in Media Organisations</td>
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<tbody>
<tr>
<td><strong>Unit no.</strong></td>
<td><strong>Unit title</strong></td>
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<tr>
<td>23</td>
<td>Planning for Media Exhibitions or Events</td>
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<tr>
<td><strong>Unit no.</strong></td>
<td><strong>Unit title</strong></td>
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<tr>
<td>24</td>
<td>Preparing for a Career in the Media Industry</td>
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<tr>
<td>30</td>
<td>UK Media Publishing</td>
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This is carried out in unit 3 and also its specific unit area such as Interactive media product, Unit 4 or Journalism, unit 7 etc.
<table>
<thead>
<tr>
<th>Unit no.</th>
<th>Unit title</th>
<th>LO no.</th>
<th>LO title</th>
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<th>Unit no.</th>
<th>Unit title</th>
<th>LO no.</th>
<th>LO title</th>
<th>Other comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>Photography for Media Products</td>
<td>LO1</td>
<td>Understand professional photographers and their work</td>
<td>These LOs are similar in the new Technicals BUT DO NOT have the same titles</td>
<td>8</td>
<td>Photography for digital media</td>
<td>LO1</td>
<td>Understand professional photographers and their work</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>LO2</td>
<td>Be able to plan a photographic shoot</td>
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<td></td>
<td>LO2</td>
<td>Know how to plan a photographic shoot for a client brief</td>
<td></td>
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<td></td>
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<td>LO3</td>
<td>Be able to take a range of photographic images for a specific media product safely</td>
<td></td>
<td></td>
<td></td>
<td>LO3</td>
<td>Be able to take photographic images for a client brief</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>LO4</td>
<td>Be able to edit a range of photographic images for a specific media product</td>
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<td></td>
<td>LO4</td>
<td>Be able to select and edit photographic images for a client brief</td>
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<tr>
<td></td>
<td></td>
<td>LO5</td>
<td>Be able to present a range of photographic images for a specific media product</td>
<td></td>
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<td></td>
<td>LO5</td>
<td>Be able to export photographic images for a client brief</td>
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</tbody>
</table>
### Cambridge Technicals in Media 2012 units

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<tr>
<th>Unit no.</th>
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<th>LO no.</th>
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<th>THE CHANGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>32</td>
<td>Graphic Design for Media Products</td>
<td>LO1</td>
<td>Understand existing graphic design work for media products</td>
<td>These LOs are similar in the new Technicals BUT DO NOT have the same titles</td>
</tr>
<tr>
<td></td>
<td></td>
<td>LO2</td>
<td>Be able to generate conceptual ideas for related graphic design items</td>
<td></td>
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<tr>
<td></td>
<td></td>
<td>LO3</td>
<td>Be able to present conceptual ideas for related graphic design items to a target audience</td>
<td>This LO is no longer stand-alone and has been divided and is now in multiple units/LOs</td>
</tr>
<tr>
<td></td>
<td></td>
<td>LO4</td>
<td>Be able to plan for the production of related graphic design items</td>
<td>These LOs are similar in the new Technicals BUT DO NOT have the same titles</td>
</tr>
<tr>
<td></td>
<td></td>
<td>LO5</td>
<td>Be able to produce related graphic design items</td>
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### Cambridge Technicals in Digital Media 2016 units

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<tr>
<th>Unit no.</th>
<th>Unit title</th>
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</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Graphic design for digital media products (Internally assessed)</td>
<td>LO1</td>
<td>Know existing graphic design products in the media</td>
</tr>
<tr>
<td></td>
<td>Planning and delivering a pitch (Internally assessed)</td>
<td>LO3</td>
<td>Be able to pitch ideas on a proposed media product and respond to questions</td>
</tr>
<tr>
<td></td>
<td>Graphic design for digital media products (Internally assessed)</td>
<td>LO2</td>
<td>Be able to generate conceptual ideas and plan graphic design items in response to a client brief</td>
</tr>
</tbody>
</table>
### Cambridge Technicals in Media 2012 units

<table>
<thead>
<tr>
<th>Unit no.</th>
<th>Unit title</th>
<th>LO no.</th>
<th>LO title</th>
<th>THE CHANGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>33</td>
<td>Comics and Graphic Novels</td>
<td>LO1</td>
<td>Understand graphic novels, comics and their publishers</td>
<td>This LO is similar in the new Technicals BUT DOES NOT have the same title</td>
</tr>
<tr>
<td></td>
<td></td>
<td>LO2</td>
<td>Be able to generate and develop ideas for an original character, for use in a comic or graphic novel</td>
<td>This LO is no longer stand-alone and has been divided and is now in multiple units/LOs</td>
</tr>
<tr>
<td></td>
<td></td>
<td>LO3</td>
<td>Be able to plan for the production of an original graphic novel or comic</td>
<td>These LOs are similar in the new Technicals BUT DO NOT have the same titles</td>
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<tr>
<td></td>
<td></td>
<td>LO4</td>
<td>Be able to produce an original graphic novel or comic</td>
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<tr>
<th>Unit no.</th>
<th>Unit title</th>
<th>LO no.</th>
<th>LO title</th>
<th>Other comments</th>
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</thead>
<tbody>
<tr>
<td>9</td>
<td>Comics and graphic novel storytelling (Internally assessed)</td>
<td>LO1</td>
<td>Know the graphic novels and comics industry</td>
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<tr>
<td></td>
<td></td>
<td>LO2</td>
<td>Be able to plan the production of an original graphic novel or comic</td>
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<td>LO3</td>
<td>Be able to develop ideas for an original character for a planned story</td>
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<td></td>
<td></td>
<td>LO4</td>
<td>Be able to produce an original graphic novel or comic</td>
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### Cambridge Technicals in Media 2012 units

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<th>Unit no.</th>
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<th>LO no.</th>
<th>LO title</th>
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</thead>
<tbody>
<tr>
<td>34</td>
<td>Web Authoring and Design</td>
<td>LO1</td>
<td>Understand a range of contrasting commercial websites</td>
<td>These LOs are similar in the new Technicals BUT DO NOT have the same titles</td>
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<td></td>
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<td>LO2</td>
<td>Be able to plan the development of a new multi-page website</td>
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<td>4</td>
<td>Interactive media product</td>
<td>LO1</td>
<td>Be able to compare interactive media products</td>
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<tr>
<td></td>
<td></td>
<td>LO3</td>
<td>Be able to create a new functional multi-page website</td>
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<td></td>
<td>LO2</td>
<td>Be able to initiate, plan and design a new interactive media product to a client brief</td>
</tr>
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<td></td>
<td>LO4</td>
<td>Be able to conduct target audience user testing on their new functional multi-page website</td>
<td>These LOs are no longer stand-alone and have been divided and are now in multiple units/LOs</td>
<td></td>
<td></td>
<td>LO3</td>
<td>Be able to create a planned interactive media product</td>
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<td>LO5</td>
<td>Be able to evaluate their new functional multipage website</td>
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<td>LO4</td>
<td>Be able to test the new interactive media product</td>
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### Cambridge Technicals in Digital Media 2016 units

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<th>Other comments</th>
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<tr>
<td></td>
<td></td>
<td>LO1</td>
<td>Be able to compare interactive media products</td>
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<tr>
<td></td>
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<td>LO2</td>
<td>Be able to initiate, plan and design a new interactive media product to a client brief</td>
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<td></td>
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<td>LO3</td>
<td>Be able to create a planned interactive media product</td>
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<td>LO4</td>
<td>Be able to test the new interactive media product</td>
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<td>LO5</td>
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<td><strong>THE CHANGE</strong></td>
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<tr>
<td>35</td>
<td>Social Media Products</td>
<td>LO1</td>
<td>Understand existing social media products</td>
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<td></td>
<td></td>
<td>LO2</td>
<td>Be able to generate ideas for a new social media website</td>
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<td></td>
<td></td>
<td>LO3</td>
<td>Be able to plan for the development of a new social media website</td>
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<tr>
<td></td>
<td></td>
<td>LO4</td>
<td>Be able to design pages for a new social media website</td>
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<tr>
<td>40</td>
<td>UK Film Studies</td>
<td>LO1</td>
<td>Understand the structure and organisation of the UK film industry</td>
<td>These LOs are no longer stand-alone and have been divided and are now in multiple units/LOs</td>
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<tr>
<td></td>
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<td>LO2</td>
<td>Be able to plan an original UK film production</td>
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<td>LO3</td>
<td>Be able to produce sample materials for a planned original UK film production</td>
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<td>LO4</td>
<td>Be able to deliver an effective pitch or presentation for a new UK film</td>
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<td></td>
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<td>LO5</td>
<td>Be able to evaluate feedback gained on a pitch or presentation for a new UK film</td>
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<td>Unit no.</td>
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<tr>
<td>41</td>
<td>Production and Post-Production for Film</td>
<td>LO1</td>
<td>Be able to produce preproduction materials for an original short film or sequence of a film</td>
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</tr>
<tr>
<td></td>
<td></td>
<td>LO2</td>
<td>Be able to produce production materials for use in an original short film or sequence of a film</td>
<td>These LOs are similar in the new Technicals BUT DO NOT have the same titles</td>
</tr>
<tr>
<td></td>
<td></td>
<td>LO3</td>
<td>Be able to edit production materials to produce an original short film or sequence of a film</td>
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<td></td>
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<td>LO4</td>
<td>Be able to propose certification for the original short film or sequence of a film produced based on feedback gained from a focus group</td>
<td>This LO is no longer stand-alone and has been divided and is now in multiple units/LOs</td>
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<td><strong>THE CHANGE</strong></td>
</tr>
<tr>
<td>42</td>
<td>UK TV Broadcasting</td>
<td></td>
<td>LO1</td>
<td>Understand the structure and organisation of UK TV broadcasting</td>
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<td></td>
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<td>LO2</td>
<td>Be able to plan a new UK TV programme</td>
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<td>LO3</td>
<td>Be able to produce sample materials for a new UK TV programme</td>
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<td></td>
<td>LO4</td>
<td>Be able to deliver an effective pitch or presentation for a new UK TV programme</td>
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<td></td>
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<td></td>
<td>LO5</td>
<td>Be able to evaluate feedback gained on a pitch or presentation for a new UK TV programme</td>
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</tbody>
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### MAPPING

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<tr>
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<th>Unit title</th>
<th>LO no.</th>
<th>LO title</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td><strong>Production and Post-Production for TV</strong></td>
<td></td>
<td>LO1</td>
<td>Understand visual effects techniques and their application in audio-visual media products</td>
<td>These LOs are similar in the new Technicals BUT DO NOT have the same titles</td>
<td></td>
<td><strong>TV or short film production</strong></td>
<td>LO1</td>
</tr>
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<td></td>
<td></td>
<td></td>
<td>LO2</td>
<td>Be able to produce preproduction materials for a 2-3 minute audio-visual sequence, containing planning for visual effects</td>
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<td>LO2</td>
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<td>LO3</td>
<td>Be able to produce footage, containing planned visual effects, for the 2-3 minute audio-visual sequence</td>
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<td>LO4</td>
<td>Be able to edit footage to produce a 2-3 minute audio-visual sequence, containing planned visual effects</td>
<td>This LO is no longer stand-alone and has been divided and is now in multiple units/LOs</td>
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<td>LO4</td>
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<tr>
<td>44</td>
<td>Visual Effects for TV and Film</td>
<td>LO1</td>
<td>Understand visual effects techniques and their application in audio-visual media products</td>
<td></td>
<td></td>
<td>17</td>
<td>Visual and special effects</td>
<td>LO1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>LO2</td>
<td>Be able to produce preproduction materials for a 2-3 minute audio-visual sequence, containing planning for visual effects</td>
<td>These LOs are no longer stand-alone and have been divided and are now in multiple units/LOs</td>
<td></td>
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<td>LO2</td>
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<td>LO3</td>
<td>Be able to produce footage, containing planned visual effects, for the 2-3 minute audio-visual sequence</td>
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<td>LO3</td>
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<td></td>
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<td>LO4</td>
<td>Be able to edit footage to produce a 2-3 minute audio-visual sequence, containing planned visual effects</td>
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<td>LO4</td>
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<tr>
<td>45</td>
<td>Special Effects for TV and Film</td>
<td>LO1</td>
<td>Understand special effects techniques</td>
<td></td>
<td></td>
<td>Visual and special effects</td>
<td>LO1</td>
<td>Understand how effects are used in the production of audio-visual media</td>
</tr>
<tr>
<td></td>
<td></td>
<td>LO2</td>
<td>Be able to plan and test the chosen special effect, and the footage it will appear in</td>
<td>These LOs are no longer stand-alone and have been divided and are now in multiple units/LOs</td>
<td>17</td>
<td>Visual and special effects</td>
<td>LO2</td>
<td>Be able to plan audio-visual content with multiple effects for an identified purpose</td>
</tr>
<tr>
<td></td>
<td></td>
<td>LO3</td>
<td>Be able to plan and test a chosen special effect, and the footage it will appear in</td>
<td></td>
<td></td>
<td>Visual and special effects</td>
<td>LO3</td>
<td>Be able to produce and review planned audio-visual content</td>
</tr>
<tr>
<td></td>
<td></td>
<td>LO4</td>
<td>Be able to produce and test a planned special effect safely</td>
<td></td>
<td></td>
<td>Visual and special effects</td>
<td>LO4</td>
<td>Be able to edit, export and review the production</td>
</tr>
<tr>
<td></td>
<td></td>
<td>LO5</td>
<td>Be able to produce and edit footage containing the special effect planned for</td>
<td>This LO is similar in the new Technicals BUT DOES NOT have the same title</td>
<td></td>
<td>Visual and special effects</td>
<td>LO3</td>
<td>Be able to produce and review planned audio-visual content</td>
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<td>Unit no.</td>
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<tr>
<td>46</td>
<td>Audio-Visual Promos</td>
<td>LO1</td>
<td>Understand audio-visual promos</td>
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<td>LO2</td>
<td>Be able to produce preproduction materials for an original audio-visual promo</td>
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<td>LO3</td>
<td>Be able to produce materials for use in an original audio-visual promo</td>
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<td></td>
<td></td>
<td>LO4</td>
<td>Be able to edit production materials to produce an original audio-visual promo</td>
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<td></td>
<td></td>
<td>LO1</td>
<td>Understand the purpose of audio-visual promos</td>
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<td></td>
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<td>LO2</td>
<td>Be able to generate ideas for an original audio-visual promo</td>
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<td></td>
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<td>LO3</td>
<td>Be able to produce production materials for an original audio-visual promo idea</td>
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<td>LO4</td>
<td>Be able to finalise production materials for an original audio-visual promo idea</td>
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### Cambridge Technicals in Media 2012 units

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<th>Cambridge Technicals in Digital Media 2016 units</th>
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<tbody>
<tr>
<td>47</td>
<td>Acting for the Screen</td>
<td>LO1</td>
<td>Understand the different approaches to acting by reviewing styles of performance in TV and film</td>
<td>These LOs are not in any of the new Technicals units</td>
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<td></td>
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<td>LO2</td>
<td>Be able to rehearse for a performance based on a chosen film or TV script or script extract</td>
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<td>LO3</td>
<td>Be able to perform a screen test, using a chosen film or TV script or script extract</td>
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<td>LO4</td>
<td>Be able to give a final performance for screen using a chosen film or TV script or script extract</td>
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This unit has been removed from the new qualification; industry felt that it was not appropriate to be included in a media qualification and would fit better in performing art.
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<tr>
<td>51</td>
<td>UK Music Studies</td>
<td>LO1</td>
<td>Understand the structure and organisation of the music industry</td>
<td>This LO is not in any of the new Technicals units</td>
<td>24</td>
<td>Cross media (Internally assessed)</td>
<td>LO1</td>
<td>Understand the products that are produced within and across media industries</td>
<td>This unit has been removed from the new qualification; industry felt that is was not appropriate to be included in a media qualification.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>LO2</td>
<td>Understand the work of UK bands/artists, and how they promote themselves</td>
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<td></td>
<td></td>
<td>LO3</td>
<td>Be able to plan a new live UK music event</td>
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<td></td>
<td>LO4</td>
<td>Be able to deliver an effective pitch or presentation for a new live UK music event</td>
<td>These LOs are not in any of the new Technicals units</td>
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<tr>
<td></td>
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<td>LO5</td>
<td>Be able to evaluate the potential success of the planned new live UK music event, based on feedback gained</td>
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<tr>
<td>LO1</td>
<td>Understand technology used in music production</td>
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<td></td>
<td>Music Technology, Recording and Production</td>
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<tr>
<td>LO2</td>
<td>Be able to plan for the production of a music technology product</td>
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<tr>
<td>LO3</td>
<td>Be able to create elements for use in a planned music technology product</td>
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<tr>
<td>LO4</td>
<td>Be able to produce a planned music technology product</td>
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<tr>
<td>53</td>
<td>UK Radio Broadcasting</td>
<td>LO1</td>
<td>Understand the structure and organisation of UK radio broadcasting</td>
<td></td>
<td>19</td>
<td>UK broadcasting</td>
<td>LO1</td>
<td>Understand the considerations for broadcasting</td>
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<tr>
<td></td>
<td></td>
<td>LO2</td>
<td>Be able to plan a new UK radio programme</td>
<td></td>
<td></td>
<td>Radio production</td>
<td>LO2</td>
<td>Be able to apply scheduling considerations to productions for an identified broadcaster</td>
<td></td>
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<td></td>
<td></td>
<td>LO3</td>
<td>Be able to produce sample materials for a new UK radio programme</td>
<td>These LOs are no longer stand-alone and have been divided and are now in multiple units/LOs</td>
<td>14</td>
<td>Plan and deliver a pitch for a media product</td>
<td>LO3</td>
<td>Be able to create a plan for an original radio programme to a specific brief</td>
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<tr>
<td></td>
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<td>LO4</td>
<td>Be able to deliver an effective pitch or presentation for a new UK radio programme</td>
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<td>21</td>
<td>Radio production</td>
<td>LO3</td>
<td>Be able to pitch ideas on a proposed media product and respond to questions</td>
<td></td>
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<tr>
<td></td>
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<td>LO5</td>
<td>Be able to evaluate the potential success of the planned new UK radio programme, based on feedback gained</td>
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<td>14</td>
<td>Radio production</td>
<td>LO4</td>
<td>Be able to produce an original UK radio programme extract</td>
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### MAPPING

<table>
<thead>
<tr>
<th>Cambridge Technicals in Media 2012 units</th>
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<tbody>
<tr>
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<tr>
<td>54</td>
<td>Radio Drama Production</td>
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<td>55</td>
<td>Talk and Music Radio Production</td>
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<tr>
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<th>LO no.</th>
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<th>THE CHANGE</th>
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<tbody>
<tr>
<td>60</td>
<td>Games Industry</td>
<td>LO1</td>
<td>Understand the computer/console game industry and its products</td>
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<tr>
<td></td>
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<td>LO2</td>
<td>Understand the importance of reviews for the marketing and promotion of computer/console games</td>
<td>These LOs are no longer stand-alone and have been divided and are now in multiple units/LOs</td>
</tr>
<tr>
<td></td>
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<td>LO3</td>
<td>Be able to review a computer/console game</td>
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<tr>
<td></td>
<td></td>
<td>LO4</td>
<td>Be able to plan a new computer/console game</td>
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### Cambridge Technicals in Digital Media 2016 units

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<tr>
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<tr>
<td>24</td>
<td>Cross media</td>
<td>LO1</td>
<td>Understand the products that are produced within and across media industries</td>
<td>Original LO2 and LO3 would also be covered in the teaching and learning of unit 12</td>
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<tr>
<td>12</td>
<td>Game development</td>
<td>LO1</td>
<td>Be able to develop a concept for a new digital game</td>
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<th>Other comments</th>
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<tbody>
<tr>
<td>61</td>
<td>Animation Studies</td>
<td>LO1</td>
<td>Understand the animation industry and its products</td>
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<td></td>
<td>Cross media</td>
<td>LO1</td>
<td>Understand the products that are produced within and across media industries</td>
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<tr>
<td></td>
<td></td>
<td>LO2</td>
<td>Be able to plan a new character for use in an animation</td>
<td>These LOs are no longer stand-alone and have been divided and are now in multiple units/LOs</td>
<td></td>
<td>Create a digital animation</td>
<td>LO1</td>
<td>Understand the types and uses of animation</td>
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<td>LO3</td>
<td>Be able to plan a new animation, to feature the character they have created</td>
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<td>LO2</td>
<td>Be able to plan an animation to a client brief</td>
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<td>Cross media</td>
<td>LO1</td>
<td>Understand the products that are produced within and across media industries</td>
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<tr>
<td>10</td>
<td>Create a digital animation</td>
<td>LO1</td>
<td>Understand the types and uses of animation</td>
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<tr>
<td>62</td>
<td>3D Modelled Environments for Games and Animations</td>
<td>LO1</td>
<td>Understand 3D modelling techniques</td>
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<tr>
<td></td>
<td></td>
<td>LO2</td>
<td>Be able to produce a design and plan for a 3D modelled environment, for use in a game or animation</td>
<td>This LO is not in any of the new Technicals units</td>
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<tr>
<td></td>
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<td>LO3</td>
<td>Be able to construct an animated 3D modelled environment, for use in a game or animation</td>
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<td>LO4</td>
<td>Be able to explain the process of creating a 3D modelled environment</td>
<td>This LO is no longer stand-alone and has been divided and is now in multiple units/LOs</td>
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<tr>
<td>63</td>
<td>3D Character Modelling for Games and Animation</td>
<td>LO1</td>
<td>Understand 3D character modelling techniques used in media products</td>
<td>These LOs are similar in the new Technicals BUT DO NOT have the same titles</td>
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<td></td>
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<td>LO2</td>
<td>Be able to plan a 3D modelled character for use in a game or animation</td>
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<tr>
<td></td>
<td></td>
<td>LO3</td>
<td>Be able to construct an animated 3D modelled character for use in a game or animation</td>
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<tr>
<td></td>
<td></td>
<td>LO4</td>
<td>Be able to produce a how to guide to illustrate the process of creating a 3D modelled character</td>
<td>This LO is no longer stand-alone and has been divided and is now in multiple units/LOs</td>
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<th>Unit title</th>
<th>LO no.</th>
<th>LO title</th>
<th>THE CHANGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>65</td>
<td>Games Production</td>
<td>LO1</td>
<td>Be able to plan a new computer/console game</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>LO2</td>
<td>Be able to plan elements for use in the first level of a new computer/console game</td>
<td>These LOs are similar in the new Technicals BUT DO NOT have the same titles</td>
</tr>
<tr>
<td></td>
<td></td>
<td>LO3</td>
<td>Be able to create elements for use in the first level of a new computer/console game</td>
<td></td>
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<tr>
<td></td>
<td></td>
<td>LO4</td>
<td>Be able to produce a functional first level of a new computer/console game</td>
<td></td>
</tr>
</tbody>
</table>

## Cambridge Technicals in Digital Media 2016 units

<table>
<thead>
<tr>
<th>Unit no.</th>
<th>Unit title</th>
<th>LO no.</th>
<th>LO title</th>
<th>Other comments</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Game development</td>
<td>LO2</td>
<td>Be able to plan a level for a new digital game</td>
<td></td>
</tr>
<tr>
<td>12</td>
<td></td>
<td>LO3</td>
<td>Be able to create a level for a new digital game</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>LO4</td>
<td>Be able to test a level for a new digital game</td>
<td></td>
</tr>
</tbody>
</table>
## Cambridge Technicals in Media 2012 units

<table>
<thead>
<tr>
<th>Unit no.</th>
<th>Unit title</th>
<th>LO no.</th>
<th>LO title</th>
<th>THE CHANGE</th>
<th>Unit no.</th>
<th>Unit title</th>
<th>LO no.</th>
<th>LO title</th>
<th>Other comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>66</td>
<td>Animation Production</td>
<td>LO1</td>
<td>Be able to plan for a short 2 to 3 minute animation, or section of an animated production</td>
<td>These LOs are similar in the new Technicals BUT DO NOT have the same titles</td>
<td></td>
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<tr>
<td></td>
<td></td>
<td>LO2</td>
<td>Be able to produce footage for use in the creation of a short 2 to 3 minute animation, or section of an animated production</td>
<td></td>
<td></td>
<td>Create a digital animation</td>
<td></td>
<td>(Internally assessed)</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>LO3</td>
<td>Be able to produce a final short 2 to 3 minute animation, or section of an animated production</td>
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</tbody>
</table>

## Cambridge Technicals in Digital Media 2016 units

<table>
<thead>
<tr>
<th>Unit no.</th>
<th>Unit title</th>
<th>LO no.</th>
<th>LO title</th>
<th>Other comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>Create a digital animation</td>
<td>LO2</td>
<td>Be able to plan an animation to a client brief</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>LO3</td>
<td>Be able to create a planned animation</td>
<td></td>
</tr>
</tbody>
</table>
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