

OCR Nationals in ICT Level 2 - Unit 20 - Creating Animation – Change Matrix

Changes have been made to the unit in response to feedback from centres, the introduction of new and emerging technology and to address regulatory requirements. In making these changes we have clarified and updated the assessment requirements, enhanced the Knowledge, Understanding and Skills (KUS) and improved the guidance for centres.

To assist centres the new units, for Level 2 Nationals in ICT 2010, have the key changes highlighted in yellow. The changes for this unit are detailed in the table below.

AO	Section	Change	Rationale
Learning Outcomes		Added a statement to say that the use of pre-defined design sets and templates is not permitted for this unit.	Specifies requirements of units.
Throughout the unit		Amended 'aim' to 'purpose'.	Terminology amended to ensure consistency through all units.
AO1	Assessment Objective	Removed 'several'.	For clarity have specified the number of animations to be reviewed in the guidance and the mark grid.
	Grading Grid	Amended to 'at least two animations' across the grades. Reworded the requirements at Merit and Distinction. Added a requirement to identify features they will use in their own work.	Provides a greater range of opportunities for candidates to demonstrate the breadth and depth of their knowledge, understanding and skills and provides differentiation and clarity.
	Guidance	Amended to include information about the review process to facilitate the evaluative process that candidates take when carrying out a review. Removed requirement for review of different types of animation. Added clarification that the clips for review must have a clear purpose.	

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AO	Section	Change	Rationale
AO2	KUS	Additional content added to teaching of storyboard.	Updates content and adds clarity.
	Grading Grid	Amended to 'purpose' rather than 'aim' across the grades. Specified that the minimum requirement for the design to be for an animation of at least 15 seconds.	Provides a greater range of opportunities for candidates to demonstrate the breadth and depth of their knowledge, understanding and skills and provides differentiation and clarity.
	Guidance	Amended to include information about the planning of the animation using design documentation including a storyboard to cover the main elements.	Adds greater clarification about planning animations.
AO3	KUS	Restructured the list and added further clarification of different skills to be taught. Removed requirement for between 15 and 30 seconds. Additional content added to KUS.	Updates content and adds clarity.
	Grading Grid	Changed - 'animation of at least 15 seconds'. Revisions to technical and minimum requirements at each grade.	Provides a greater range of opportunities for candidates to demonstrate the breadth and depth of their knowledge, understanding and skills and provides differentiation and clarity.
	Guidance	Amended to include information about the use of skills and techniques when developing the animation and complex animations.	Adds greater clarification about the use of skills and techniques and provides a definition of a complex animation.
AO4	KUS	Additional content added to teaching of test plan.	The addition of the requirement for a test plan reflects standard business practice of ensuring that a product is tested prior to seeking feedback. Provides a range of opportunities for candidates to demonstrate the breadth and depth of their knowledge, understanding and skills and provides differentiation.
	Grading Grid	Removed numbers of tests to be carried out. Added requirement to create a test plan to test aspects of the animation. Small revisions to mark grid.	
	Guidance	Amended to clarify the use of a test plan for an animation and the need for candidates to decide which areas should be tested and for them to draw their own conclusions following testing. Includes statement about not using template for the tests.	