

BTEC

Edexcel Level 3 BTEC Nationals in Art and Design

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Specification

Edexcel Level 3 BTEC Nationals in
Art and Design



Qualifications and
Curriculum Authority



Llywodraeth Cynulliad Cymru
Welsh Assembly Government



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Ten principles for delivering an Edexcel Level 3 BTEC National qualification

This specification contains the rules and regulations, along with the units and associated guidance, to enable centres to design and deliver a programme of learning for the Edexcel Level 3 BTEC Nationals in Art and Design. The qualification structures set out the permitted combination of units learners need to complete the qualification. Each unit sets out the learning outcomes and grading criteria along with content, advice and guidance regarding appropriate delivery and assessment strategies. The following generic principles need to be adhered to so that a BTEC qualification is delivered to the appropriate standard.

- 1 The specification:** The specification gives the information needed for the successful delivery and achievement of the units and the qualification as a whole. The specification is of importance to the learner and the tutor alike. Individual units can be delivered and studied in isolation but the learner and the deliverer should have access to the full information provided to support the programme of learning.
- 2 The website:** Centres need to make regular use of the Edexcel website (www.edexcel.org.uk) to ensure that they have the most up-to-date information. In particular, the requirements for the external verification of the qualification receive regular updates, and appropriate information for centres is posted on the website. It is the responsibility of the centre to ensure that they are familiar with the latest BTEC NQF Level 2/3 (including Short Courses at Levels 1-3) Handbook and that they implement any related policy documentation which may have been posted on the website.
- 3 Policy:** This specification gives details of our assessment and quality assurance procedures. It includes advice about our policy regarding access to our qualifications, the design of programmes of study and delivery modes. Centres must ensure that they follow the procedures and conform to the policies outlined.
- 4 Recruitment:** Centres are required to recruit learners with integrity. A fundamental aspect of this integrity is that centres take appropriate steps to assess each applicant's potential and make a professional judgement about the applicant's ability to be able to successfully complete the programme of study and achieve the qualification. Centres should ensure that applicants have appropriate information and advice about the qualifications and that the qualification will meet their needs.

- 5 Assessment:** Centres are required to use this specification to design and deliver a programme of learning that will enable learners to achieve the grading criteria stipulated in the unit grading grids. The programme of learning should consist of assignments which provide the opportunity for coverage of all grading criteria as set out in the grading grid for each unit. Assignments must be reliable and fit for purpose, giving learners every opportunity to generate evidence which satisfies the grading criteria. Centres should use a variety of assessment methods, including case studies, assignments and work-based assessments, along with projects, performance observation and time-constrained assessments where appropriate.
- 6 Assignments:** Centres are encouraged to apply the grading criteria in a practical way. They should provide, wherever possible, a realistic scenario for learners to work with, and make maximum use of practical activities and work experience. The creation of assignments that are fit for purpose is vital to the learner's achievement.
- 7 National Qualifications Framework (NQF):** These qualifications have been accredited to the NQF and are eligible for public funding as determined by the DfES under Sections 96 and 97 of the Learning and Skills Act 2000. Details of the qualification units can be seen on the QCA OpenQuals database (www.openquals.org.uk).
- 8 Qualification Accreditation Numbers (QANs):** The qualification titles feature in the funding lists published annually by the DfES and on the regularly updated website www.dfes.gov.uk/. The NQF QANs should be used by centres when they seek public funding for their learners. The QANs are listed in *Annexe A*.
- 9 Accreditation:** This specification is accredited by the Qualifications and Curriculum Authority (QCA) until 31/08/2010 and for certification of learners until 31/08/2013. This specification may be updated during its period of accreditation and centres should refer to our website for the latest issue.
- 10 Approval:** Centres that have not previously offered BTEC qualifications must apply for, and be granted, centre approval before they can apply for approval to offer the programme. When a centre applies for approval to offer a BTEC qualification they will be required to enter into an 'approvals agreement'. The approvals agreement is a formal commitment by the head or principal of a centre to meet all the requirements of the specification and any linked codes or regulations.

What are BTEC Nationals?

BTEC Nationals are qualifications that are designed to provide specialist work-related qualifications in a range of sectors. They give learners the knowledge, understanding and skills that they need to prepare them for employment. The qualifications also provide career development opportunities for those already in work. Consequently they can provide a course of study for full-time or part-time learners in schools, colleges and training centres.

The family of BTEC Nationals includes Awards, Certificates and Diplomas which offer opportunities for nested provision and flexibility of delivery.

BTEC Nationals are designed to relate to the National Occupational Standards for the sector, where these are appropriate, and are supported by the relevant Standards Setting Body (SSB) or Sector Skills Council (SSC). Some BTEC Nationals form the Technical Certificate component of Apprenticeships and all attract UCAS points that equate to similar-sized general qualifications.

On successful completion of a BTEC National qualification, learners can progress into or within employment and/or continue their study in the same vocational area.

BTEC National Award

The 360 guided learning hours (GLH) (usually 6 units) BTEC National Award offers a specialist qualification that focuses on particular aspects of employment within the appropriate vocational sector. The BTEC National Award is a qualification which can extend a learner's programme of study and provide vocational emphasis for learners following an Applied GCE or GCE route or a combination of both in their main programme of study. The BTEC National Award is especially suitable for more mature learners, who wish to follow a shorter programme of study directly related to their work experience or to an area of employment that they wish to move into.

BTEC National Certificate

The 720 GLH (usually 12 units) BTEC National Certificate provides a specialist work-related programme of study that covers the key knowledge and practical skills required in the appropriate vocational sector. The BTEC National Certificate offers flexibility and a choice of emphasis through the specialist units. It is broadly equivalent to two GCEs or the full award AVCE.

The qualification offers an engaging programme for those who are clear about the area of employment that they wish to enter. These learners may wish to extend their programme through the study of a related GCE, a complementary NVQ or another qualification. These learning programmes can be developed to allow learners to study complementary qualifications without duplication of content.

For adult learners the BTEC National Certificate can extend their experience of work. It is a suitable qualification for those wishing to change career or move into a particular area of employment following a career break.

BTEC National Diploma

The 1080 GLH (usually 18 units) BTEC National Diploma extends the specialist work-related focus available from the BTEC Certificate. There is potential for the qualification to prepare learners for employment in the appropriate vocational sector and is suitable for those who have decided that they wish to enter a particular area of work.

Some adult learners may wish to complete this qualification in order to enter a specialist area of employment or progress into higher education. Other learners may want to extend the specialism that they followed on the BTEC National Certificate programme.

Progression from the BTEC National Diploma could be into employment where learners might take professional body examinations or complete NVQs. Alternatively, learners could continue to degree or other higher-education programmes in the same vocational sector or in a related sector.

National Occupational Standards (NOS)

BTEC Nationals are designed to relate to the National Occupational Standards (NOS) in the appropriate vocational sector. NOS form the basis of National Vocational Qualifications (NVQs). BTEC Nationals do not purport to deliver occupational competence in the sector, which should be demonstrated in a work context. However, the qualifications provide much of the underpinning knowledge for the NOS, as well as developing practical skills in preparation for work and possible achievement of NVQs in due course.

Relevant aspects of the NOS are addressed in the learning outcomes and content of the units, and these links are identified where appropriate in each unit.

Creative and Cultural Skills SSC National Occupational Standards were still under development at the time of publication of this document. Edexcel will provide information on its website about the relation of these Occupational Standards to the relevant units as soon as possible. Those units which are common to the Edexcel Level 3 BTEC Nationals in Art and Design and the Edexcel Level 3 BTEC Nationals in Media Production relate to Skillset National Occupational Standards for Camera, Editing, Sound, Lighting, Directors, Production, Radio Production, Interactive Media, and Photo Imaging and Photo Processing. Other art and design units that relate to Interactive Media and Photography have been developed in consultation with Skillset SSC. Units that relate to Textiles and Fashion have been developed in consultation with Skillfast-UK SSC.

Principles of Software Design and Development is a unit common to the Edexcel Level 3 BTEC Nationals in Art and Design and the Edexcel Level 3 BTEC Nationals in IT and can be related to E-skills National Occupational Standards for IT Users.

Relevant aspects of the NOS are addressed in the learning outcomes and content of the units, and these links are identified where appropriate.

Key features of the BTEC Nationals in Art and Design

The BTEC Nationals in Art and Design have been developed in the art and design sector to focus on:

- providing vocationally related education and training for those who are intending to work or who already work in the creative industries
- providing opportunities for learners to achieve a nationally recognised Level 3 vocationally specific qualification either to enter employment in the creative industries or to progress to higher education vocational qualifications such as the Edexcel Level 5 BTEC Higher National in Art and Design
- providing opportunities for learners to develop skills, knowledge and understanding relevant to the creative industries in an applied learning context
- giving learners the opportunity to develop a range of skills and techniques, personal skills and attitudes essential for successful performance in working life.

Rationale of the BTEC Nationals in Art and Design

The Edexcel Level 3 BTEC Nationals in Art and Design have been developed:

- to give centres maximum flexibility in constructing a programme of learning relevant to their learners' needs and to enable them to make full use of the skills, knowledge and experience of their staff
- to give learners the opportunity to gain an understanding of employment opportunities, job requirements, and working practices in the creative industries
- to enable learners to start building the technical skills, knowledge and understanding relevant to a sector (or sectors) of the creative industries
- to provide a qualification which will enable progression to further study, training, or employment
- to enable learners to make informed choices with regard to a career in the creative industries
- to develop skills that may be applicable in other work situations.

The Edexcel Level 3 BTEC National Awards in Art and Design focus on specific sub-sectors of the media industries and are skills based qualifications. Through the additional core units and mandatory specialist units the National Certificates and Diplomas extend the vocational emphasis of these qualifications.

Structure of the qualification

Edexcel Level 3 BTEC National Award in Art and Design

The Edexcel Level 3 BTEC National Award in Art and Design consists of four core units plus professional specialist or specialist units that provide for a combined total of 360 guided learning hours (GLH) for the completed qualification.

The units for the Nationals in Art and Design are on the CD ROM on the inside back cover page.

Unit	Core units	GLH	Level
1	Visual Recording in Art and Design	60	3
2	Materials, Techniques and Processes in Art and Design	60	3
3	Ideas and Concepts in Art and Design	60	3
4	Visual Communication in Art and Design	60	3
Professional specialist units			
7	Design Methods in Art and Design	60	3
8	Design Principles in Art and Design	60	3
9	Professional Practice in Art and Design	60	3
10	Personal and Professional Development in Art and Design	60	3
11	Freelance Work in Art and Design	60	3
12	Computers in Art and Design	60	3
13	Art and Design Specialist Contextual Investigation	60	3
14	Community Art	60	3
Specialist units			
15	Photography Media, Techniques and Technology	60	3
16	Darkroom Practice	60	3
17	Understanding Video Technology	60	3
18	Film and Video Editing Techniques	60	3
19	Producing Video Installation Work	60	3

Unit	Specialist units (<i>continued</i>)	GLH	Level
20	Photographic Studio Techniques	60	3
21	Darkroom Applications	60	3
22	Commercial Photographic Laboratory Operations	60	3
23	Location Photography	60	3
24	Specialist Location Photography	60	3
25	Pre-production Techniques for the Media Industries	60	3
26	Photography Location Techniques	60	3
27	Experimental Imagery in Photography	60	3
28	Lens-based Image Making	60	3
29	Image Manipulation Computer Applications	60	3
30	3D Computer Modelling	60	3
31	2D Animation Production	60	3
32	Desktop Publishing Computer Applications	60	3
33	Type and Letter Forms	60	3
34	Typographic Design	60	3
35	Words and Images in Graphic Design	60	3
36	Graphic Image Making	60	3
37	Information Graphics	60	3
38	Human-computer Interfaces	60	3
39	Website Design	60	3
40	Graphics Media, Techniques and Technology	60	3
41	Mixed Media Image Making	60	3
42	Design for Advertising	60	3
43	Graphics for 3D Applications	60	3
44	Narrative Image Making	60	3

Unit	Specialist units (<i>continued</i>)	GLH	Level
45	Digital Storytelling	60	3
46	3D Design Media, Techniques and Technology	60	3
47	Small-scale Working	60	3
48	Small-scale Design	60	3
49	Human-scale Working	60	3
50	Human-scale Design	60	3
51	Large-scale Working	60	3
52	Large-scale Design	60	3
53	Design for Moving Parts	60	3
54	Exploring Specialist Techniques	60	3
55	Extending Specialist Techniques	60	3
56	Generating Fine Art Ideas	60	3
57	Fine Art Principles	60	3
58	Developing and Realising Fine Art Ideas	60	3
59	Multi-disciplinary Work in Fine Art	60	3
60	Painting in Fine Art	60	3
61	Printmaking	60	3
62	Sculpture	60	3
63	Exploring Specialist Ceramic Techniques	60	3
64	Public Art	60	3
65	Specialist Illustration Computer Applications	60	3
66	Developing and Realising Design Craft Ideas	60	3
67	Exploring Resistant Materials	60	3
68	Extending Resistant Materials	60	3
69	Exploring Non-resistant Materials	60	3

Unit	Specialist units (<i>continued</i>)	GLH	Level
70	Extending Non-resistant Materials	60	3
71	Exploring Specialist Textile Techniques	60	3
72	Extending Specialist Textile Techniques	60	3
73	Extending Specialist Ceramic Techniques	60	3
74	Exploring Specialist Glass Techniques	60	3
75	Extending Specialist Glass Techniques	60	3
76	Exploring Specialist Metal and Jewellery Techniques	60	3
77	Extending Specialist Metal and Jewellery Techniques	60	3
78	Fashion Media, Techniques and Technology	60	3
79	Pattern Construction for Fashion and Clothing	60	3
80	Pattern Development for Fashion and Clothing	60	3
81	Pattern Grading for Fashion and Clothing	60	3
82	Production Techniques for Fashion and Clothing	60	3
83	CAD/CAM for the Fashion Industry	60	3
84	Fashion Marketing	60	3
85	Fashion Visualisation	60	3
86	Garment and Accessory Production	60	3
87	Computer Applications in Fashion	60	3
88	Fashion Presentation Techniques	60	3
89	Fashion Promotion	60	3
90	Surface Pattern for Fashion and Clothing	60	3
91	Pattern Repeat for Fashion and Clothing	60	3
92	Printed Textiles for Fashion and Clothing	60	3
93	Developing Costume Design	60	3
94	Basic Makeup Design and Application	60	3

Unit	Specialist units (<i>continued</i>)	GLH	Level
95	Hair Styling and Dressing for Performers	60	3
96	Papermaking and Printmaking in Textiles	60	3
97	Fabric Manipulation	60	3
98	Feltmaking and Felting	60	3
99	Textile Installation	60	3
100	Woven Textiles	60	3
101	Knitted Textiles	60	3
102	Embroidered Textiles	60	3
103	3D Sculptural Textiles	60	3
104	Interactive Media Authoring	60	3
105	Interactive Media Practices	60	3
106	Principles of Software Design and Development	60	3
107	Factual Writing in Art and Design	60	3
108	Introduction to Music Technology	60	3
109	Audio Production Processes and Techniques	60	3
110	Sound in Interactive Media	60	3
111	Video Production for Interactive Media	60	3
112	Computer Game Engines	60	3
113	Computer Game Design	60	3
114	Sound for Computer Games	60	3
115	Computer Game Story Development	60	3
116	Stop Motion Animation Production	60	3
117	Soundtrack Production for Television and Film	60	3
118	Single Camera Techniques	60	3

Unit	Specialist units (<i>continued</i>)	GLH	Level
119	Drawing Concept Art for Computer Games	60	3
120	Web Animation for Interactive Media	60	3
121	3D Animation	60	3
122	Studio Photography	60	3
123	Specialist Studio Photography	60	3
124	Digital Image Capture and Editing	60	3
125	Presenting Fine Art Work	60	3

Edexcel Level 3 BTEC National Award in Art and Design (3D Design)

In order to achieve an Edexcel Level 3 BTEC National Award in Art and Design (3D Design) learners must complete the four core units and

- one unit from the 3D Design specialist units list
- and
- one 60 GLH unit from the professional specialist units list or one other unit from the 3D Design specialist units list.

The units for the Nationals in Art and Design are on the CD ROM on the inside back cover page.

Unit	Core units	GLH	Level
1	Visual Recording in Art and Design	60	3
2	Materials, Techniques and Processes in Art and Design	60	3
3	Ideas and Concepts in Art and Design	60	3
4	Visual Communication in Art and Design	60	3
Professional specialist units			
7	Design Methods in Art and Design	60	3
8	Design Principles in Art and Design	60	3
9	Professional Practice in Art and Design	60	3
10	Personal and Professional Development in Art and Design	60	3
11	Freelance Work in Art and Design	60	3
12	Computers in Art and Design	60	3
13	Art and Design Specialist Contextual Investigation	60	3
14	Community Art	60	3
3D Design specialist units			
30	3D Computer Modelling	60	3
46	3D Design Media, Techniques and Technology	60	3
47	Small-scale Working	60	3
48	Small-scale Design	60	3

Unit	3D Design specialist units (<i>continued</i>)	GLH	Level
49	Human-scale Working	60	3
50	Human-scale Design	60	3
51	Large-scale Working	60	3
52	Large-scale Design	60	3
53	Design for Moving Parts	60	3

Edexcel Level 3 BTEC National Award in Art and Design (Design Crafts)

In order to achieve an Edexcel Level 3 BTEC National Award in Art and Design (Design Crafts) learners must complete the four core units and

- one unit from the Design Crafts specialist units list
- and
- one 60 GLH unit from the professional specialist units list or one other unit from the Design Crafts specialist units list.

The units for the Nationals in Art and Design are on the CD ROM on the inside back cover page.

Unit	Core units	GLH	Level
1	Visual Recording in Art and Design	60	3
2	Materials, Techniques, and Processes in Art and Design	60	3
3	Ideas and Concepts in Art and Design	60	3
4	Visual Communication in Art and Design	60	3
Professional specialist units			
7	Design Methods in Art and Design	60	3
8	Design Principles in Art and Design	60	3
9	Professional Practice in Art and Design	60	3
10	Personal and Professional Development in Art and Design	60	3
11	Freelance Work in Art and Design	60	3
12	Computers in Art and Design	60	3
13	Art and Design Specialist Contextual Investigation	60	3
14	Community Art	60	3
Design Crafts specialist units			
54	Exploring Specialist Techniques	60	3
55	Extending Specialist Techniques	60	3
63	Exploring Specialist Ceramic Techniques	60	3
66	Developing and Realising Design Craft Ideas	60	3

Unit	Design Crafts specialist units (<i>continued</i>)	GLH	Level
67	Exploring Resistant Materials	60	3
68	Extending Resistant Materials	60	3
69	Exploring Non-resistant Materials	60	3
70	Extending Non-resistant Materials	60	3
73	Extending Specialist Ceramic Techniques	60	3
74	Exploring Specialist Glass Techniques	60	3
75	Extending Specialist Glass Techniques	60	3
76	Exploring Specialist Metal and Jewellery Techniques	60	3
77	Extending Specialist Metal and Jewellery Techniques	60	3

Edexcel Level 3 BTEC National Award in Art and Design (Fashion and Clothing)

In order to achieve an Edexcel Level 3 BTEC National Award in Art and Design (Fashion and Clothing) learners must complete the four core units and

- one unit from the Fashion and Clothing specialist units list
- and
- one 60 GLH unit from the professional specialist units list or one other unit from the Fashion and Clothing specialist units list.

The units for the Nationals in Art and Design are on the CD ROM on the inside back cover page.

Unit	Core units	GLH	Level
1	Visual Recording in Art and Design	60	3
2	Materials, Techniques, and Processes in Art and Design	60	3
3	Ideas and Concepts in Art and Design	60	3
4	Visual Communication in Art and Design	60	3
Professional specialist units			
7	Design Methods in Art and Design	60	3
8	Design Principles in Art and Design	60	3
9	Professional Practice in Art and Design	60	3
10	Personal and Professional Development in Art and Design	60	3
11	Freelance Work in Art and Design	60	3
12	Computers in Art and Design	60	3
13	Art and Design Specialist Contextual Investigation	60	3
14	Community Art	60	3
Fashion and Clothing specialist units			
78	Fashion Media, Techniques and Technology	60	3
79	Pattern Construction for Fashion and Clothing	60	3
80	Pattern Development for Fashion and Clothing	60	3
81	Pattern Grading for Fashion and Clothing	60	3

Unit	Fashion and Clothing specialist units (<i>continued</i>)	GLH	Level
82	Production Techniques for Fashion and Clothing	60	3
83	CAD/CAM for the Fashion Industry	60	3
84	Fashion Marketing	60	3
85	Fashion Visualisation	60	3
86	Garment and Accessory Production	60	3
87	Computer Applications in Fashion	60	3
88	Fashion Presentation Techniques	60	3
89	Fashion Promotion	60	3
90	Surface Pattern for Fashion and Clothing	60	3
91	Pattern Repeat for Fashion and Clothing	60	3
92	Printed Textiles for Fashion and Clothing	60	3
93	Developing Costume Design	60	3
94	Basic Makeup Design and Application	60	3
95	Hair Styling and Dressing for Performers	60	3

Edexcel Level 3 BTEC National Award in Art and Design (Fine Art)

In order to achieve an Edexcel Level 3 BTEC National Award in Art and Design (Fine Art) learners must complete the four core units and

- one unit from the Fine Art specialist units list
- and
- one 60 GLH unit from the professional specialist units list or one other unit from the Fine Art specialist units list.

The units for the Nationals in Art and Design are on the CD ROM on the inside back cover page.

Unit	Core units	GLH	Level
1	Visual Recording in Art and Design	60	3
2	Materials, Techniques and Processes in Art and Design	60	3
3	Ideas and Concepts in Art and Design	60	3
4	Visual Communication in Art and Design	60	3
Professional specialist units			
7	Design Methods in Art and Design	60	3
8	Design Principles in Art and Design	60	3
9	Professional Practice in Art and Design	60	3
10	Personal and Professional Development in Art and Design	60	3
11	Freelance Work in Art and Design	60	3
12	Computers in Art and Design	60	3
13	Art and Design Specialist Contextual Investigation	60	3
14	Community Art	60	3
Fine Art specialist units			
56	Generating Fine Art Ideas	60	3
57	Fine Art Principles	60	3
58	Developing and Realising Fine Art Ideas	60	3
59	Multi-disciplinary Work in Fine Art	60	3

Unit	Fine Art specialist units (<i>continued</i>)	GLH	Level
60	Painting in Fine Art	60	3
61	Printmaking	60	3
62	Sculpture	60	3
64	Public Art	60	3
65	Specialist Illustration Computer Applications	60	3
125	Presenting Fine Art Work	60	3

Edexcel Level 3 BTEC National Award in Art and Design (Graphic Design)

In order to achieve an Edexcel Level 3 BTEC National Award in Art and Design (Graphic Design) learners must complete the four core units and

- one unit from the Graphic Design specialist units list
- and
- one 60 GLH unit from the professional specialist units list or one other unit from the Graphic Design specialist units list.

The units for the Nationals in Art and Design are on the CD ROM on the inside back cover page.

Unit	Core units	GLH	Level
1	Visual Recording in Art and Design	60	3
2	Materials, Techniques and Processes in Art and Design	60	3
3	Ideas and Concepts in Art and Design	60	3
4	Visual Communication in Art and Design	60	3
Professional specialist units			
7	Design Methods in Art and Design	60	3
8	Design Principles in Art and Design	60	3
9	Professional Practice in Art and Design	60	3
10	Personal and Professional Development in Art and Design	60	3
11	Freelance Work in Art and Design	60	3
12	Computers in Art and Design	60	3
13	Art and Design Specialist Contextual Investigation	60	3
14	Community Art	60	3
Graphic Design specialist units			
32	Desktop Publishing Computer Applications	60	3
33	Type and Letter Forms	60	3
34	Typographic Design	60	3
35	Words and Images in Graphic Design	60	3

Unit	Graphic Design specialist units (<i>continued</i>)	GLH	Level
36	Graphic Image Making	60	3
37	Information Graphics	60	3
39	Website Design	60	3
40	Graphics Media, Techniques and Technology	60	3
41	Mixed Media Image Making	60	3
42	Design for Advertising	60	3
43	Graphics for 3D Applications	60	3
44	Narrative Image Making	60	3
107	Factual Writing in Art and Design	60	3

Edexcel Level 3 BTEC National Award in Art and Design (Interactive Media)

In order to achieve an Edexcel Level 3 BTEC National Award in Art and Design (Interactive Media) learners must complete the four core units and

- one unit from the Interactive Media specialist units list
- and
- one 60 GLH unit from the professional specialist units list or one other unit from the Interactive Media specialist units list.

The units for the Nationals in Art and Design are on the CD ROM on the inside back cover page.

Unit	Core units	GLH	Level
1	Visual Recording in Art and Design	60	3
2	Materials, Techniques and Processes in Art and Design	60	3
3	Ideas and Concepts in Art and Design	60	3
4	Visual Communication in Art and Design	60	3
Professional specialist units			
7	Design Methods in Art and Design	60	3
8	Design Principles in Art and Design	60	3
9	Professional Practice in Art and Design	60	3
10	Personal and Professional Development in Art and Design	60	3
11	Freelance Work in Art and Design	60	3
12	Computers in Art and Design	60	3
13	Art and Design Specialist Contextual Investigation	60	3
14	Community Art	60	3
Interactive Media specialist units			
17	Understanding Video Technology	60	3
18	Film and Video Editing Techniques	60	3
19	Producing Video Installation Work	60	3
25	Pre-production Techniques for the Media Industries	60	3

Unit	Interactive Media specialist units (<i>continued</i>)	GLH	Level
31	2D Animation Production	60	3
38	Human-computer Interfaces	60	3
45	Digital Storytelling	60	3
104	Interactive Media Authoring	60	3
105	Interactive Media Practices	60	3
106	Principles of Software Design and Development	60	3
108	Introduction to Music Technology	60	3
109	Audio Production Processes and Techniques	60	3
110	Sound in Interactive Media	60	3
111	Video Production for Interactive Media	60	3
112	Computer Game Engines	60	3
113	Computer Game Design	60	3
114	Sound for Computer Games	60	3
115	Computer Game Story Development	60	3
116	Stop Motion Animation Production	60	3
117	Soundtrack Production for Television and Film	60	3
118	Single Camera Techniques	60	3
119	Drawing Concept Art for Computer Games	60	3
120	Web Animation for Interactive Media	60	3
121	3D Animation	60	3

Edexcel Level 3 BTEC National Award in Art and Design (Photography)

In order to achieve an Edexcel Level 3 BTEC National Award in Art and Design (Photography) learners must complete the four core units and

- one unit from the Photography specialist units list
- and
- one 60 GLH unit from the professional specialist units list or one other unit from the Photography specialist units list.

The units for the Nationals in Art and Design are on the CD ROM on the inside back cover page.

Unit	Core units	GLH	Level
1	Visual Recording in Art and Design	60	3
2	Materials, Techniques and Processes in Art and Design	60	3
3	Ideas and Concepts in Art and Design	60	3
4	Visual Communication in Art and Design	60	3
Professional specialist units			
7	Design Methods in Art and Design	60	3
8	Design Principles in Art and Design	60	3
9	Professional Practice in Art and Design	60	3
10	Personal and Professional Development in Art and Design	60	3
11	Freelance Work in Art and Design	60	3
12	Computers in Art and Design	60	3
13	Art and Design Specialist Contextual Investigation	60	3
14	Community Art	60	3
Photography specialist units			
15	Photography Media, Techniques and Technology	60	3
16	Darkroom Practice	60	3
20	Photographic Studio Techniques	60	3
21	Darkroom Applications	60	3

Unit	Photography specialist units (<i>continued</i>)	GLH	Level
22	Commercial Photographic Laboratory Operations	60	3
23	Location Photography	60	3
24	Specialist Location Photography	60	3
26	Photography Location Techniques	60	3
27	Experimental Imagery in Photography	60	3
28	Lens-based Image Making	60	3
29	Image Manipulation Computer Applications	60	3
122	Studio Photography	60	3
123	Specialist Studio Photography	60	3
124	Digital Image Capture and Editing	60	3

Edexcel Level 3 BTEC National Award in Art and Design (Textiles)

In order to achieve an Edexcel Level 3 BTEC National Award in Art and Design (Textiles) learners must complete the four core units and

- one unit from the Textiles specialist units list
- and
- one 60 GLH unit from the professional specialist units list or one other unit from the Textiles specialist units list.

The units for the Nationals in Art and Design are on the CD ROM on the inside back cover page.

Unit	Core units	GLH	Level
1	Visual Recording in Art and Design	60	3
2	Materials, Techniques and Processes in Art and Design	60	3
3	Ideas and Concepts in Art and Design	60	3
4	Visual Communication in Art and Design	60	3
Professional specialist units			
7	Design Methods in Art and Design	60	3
8	Design Principles in Art and Design	60	3
9	Professional Practice in Art and Design	60	3
10	Personal and Professional Development in Art and Design	60	3
11	Freelance Work in Art and Design	60	3
12	Computers in Art and Design	60	3
13	Art and Design Specialist Contextual Investigation	60	3
14	Community Art	60	3
Textiles specialist units			
71	Exploring Specialist Textile Techniques	60	3
72	Extending Specialist Textile Techniques	60	3
96	Papermaking and Printmaking in Textiles	60	3
97	Fabric Manipulation	60	3

Unit	Textiles specialist units (<i>continued</i>)	GLH	Level
98	Feltmaking and Felting	60	3
99	Textile Installation	60	3
100	Woven Textiles	60	3
101	Knitted Textiles	60	3
102	Embroidered Textiles	60	3
103	3D Sculptural Textiles	60	3

Edexcel Level 3 BTEC National Certificate in Art and Design

In order to achieve the BTEC National Certificate in Art and Design learners must complete five core units. A total of 420 guided learning hours must be completed from the professional specialist units or other specialist units.

The units for the Nationals in Art and Design are on the CD ROM on the inside back cover page.

Unit	Core units	GLH	Level
1	Visual Recording in Art and Design	60	3
2	Materials, Techniques and Processes in Art and Design	60	3
3	Ideas and Concepts in Art and Design	60	3
4	Visual Communication in Art and Design	60	3
5	Contextual Influences in Art and Design	60	3
Professional specialist units			
6	Application, Exploration and Realisation in Art and Design	120	3
7	Design Methods in Art and Design	60	3
8	Design Principles in Art and Design	60	3
9	Professional Practice in Art and Design	60	3
10	Personal and Professional Development in Art and Design	60	3
11	Freelance Work in Art and Design	60	3
12	Computers in Art and Design	60	3
13	Art and Design Specialist Contextual Investigation	60	3
14	Community Art	60	3
Specialist units			
15	Photography Media, Techniques and Technology	60	3
16	Darkroom Practice	60	3
17	Understanding Video Technology	60	3
18	Film and Video Editing Techniques	60	3

Unit	Specialist units (<i>continued</i>)	GLH	Level
19	Producing Video Installation Work	60	3
20	Photographic Studio Techniques	60	3
21	Darkroom Applications	60	3
22	Commercial Photographic Laboratory Operations	60	3
23	Location Photography	60	3
24	Specialist Location Photography	60	3
25	Pre-production Techniques for the Media Industries	60	3
26	Photography Location Techniques	60	3
27	Experimental Imagery in Photography	60	3
28	Lens-based Image Making	60	3
29	Image Manipulation Computer Applications	60	3
30	3D Computer Modelling	60	3
31	2D Animation Production	60	3
32	Desktop Publishing Computer Applications	60	3
33	Type and Letter Forms	60	3
34	Typographic Design	60	3
35	Words and Images in Graphic Design	60	3
36	Graphic Image Making	60	3
37	Information Graphics	60	3
38	Human-computer Interfaces	60	3
39	Website Design	60	3
40	Graphics Media, Techniques and Technology	60	3
41	Mixed Media Image Making	60	3
42	Design for Advertising	60	3
43	Graphics for 3D Applications	60	3

Unit	Specialist units (<i>continued</i>)	GLH	Level
44	Narrative Image Making	60	3
45	Digital Storytelling	60	3
46	3D Design Media, Techniques and Technology	60	3
47	Small-scale Working	60	3
48	Small-scale Design	60	3
49	Human-scale Working	60	3
50	Human-scale Design	60	3
51	Large-scale Working	60	3
52	Large-scale Design	60	3
53	Design for Moving Parts	60	3
54	Exploring Specialist Techniques	60	3
55	Extending Specialist Techniques	60	3
56	Generating Fine Art Ideas	60	3
57	Fine Art Principles	60	3
58	Developing and Realising Fine Art Ideas	60	3
59	Multi-disciplinary Work in Fine Art	60	3
60	Painting in Fine Art	60	3
61	Printmaking	60	3
62	Sculpture	60	3
63	Exploring Specialist Ceramic Techniques	60	3
64	Public Art	60	3
65	Specialist Illustration Computer Applications	60	3
66	Developing and Realising Design Craft Ideas	60	3
67	Exploring Resistant Materials	60	3
68	Extending Resistant Materials	60	3

Unit	Specialist units (<i>continued</i>)	GLH	Level
69	Exploring Non-resistant Materials	60	3
70	Extending Non-resistant Materials	60	3
71	Exploring Specialist Textile Techniques	60	3
72	Extending Specialist Textile Techniques	60	3
73	Extending Specialist Ceramic Techniques	60	3
74	Exploring Specialist Glass Techniques	60	3
75	Extending Specialist Glass Techniques	60	3
76	Exploring Specialist Metal and Jewellery Techniques	60	3
77	Extending Specialist Metal and Jewellery Techniques	60	3
78	Fashion Media, Techniques and Technology	60	3
79	Pattern Construction for Fashion and Clothing	60	3
80	Pattern Development for Fashion and Clothing	60	3
81	Pattern Grading for Fashion and Clothing	60	3
82	Production Techniques for Fashion and Clothing	60	3
83	CAD/CAM for the Fashion Industry	60	3
84	Fashion Marketing	60	3
85	Fashion Visualisation	60	3
86	Garment and Accessory Production	60	3
87	Computer Applications in Fashion	60	3
88	Fashion Presentation Techniques	60	3
89	Fashion Promotion	60	3
90	Surface Pattern for Fashion and Clothing	60	3
91	Pattern Repeat for Fashion and Clothing	60	3
92	Printed Textiles for Fashion and Clothing	60	3
93	Developing Costume Design	60	3

Unit	Specialist units (<i>continued</i>)	GLH	Level
94	Basic Makeup Design and Application	60	3
95	Hair Styling and Dressing for Performers	60	3
96	Papermaking and Printmaking in Textiles	60	3
97	Fabric Manipulation	60	3
98	Feltmaking and Felting	60	3
99	Textile Installation	60	3
100	Woven Textiles	60	3
101	Knitted Textiles	60	3
102	Embroidered Textiles	60	3
103	3D Sculptural Textiles	60	3
104	Interactive Media Authoring	60	3
105	Interactive Media Practices	60	3
106	Principles of Software Design and Development	60	3
107	Factual Writing in Art and Design	60	3
108	Introduction to Music Technology	60	3
109	Audio Production Processes and Techniques	60	3
110	Sound in Interactive Media	60	3
111	Video Production for Interactive Media	60	3
112	Computer Game Engines	60	3
113	Computer Game Design	60	3
114	Sound for Computer Games	60	3
115	Computer Game Story Development	60	3
116	Stop Motion Animation Production	60	3
117	Soundtrack Production for Television and Film	60	3
118	Single Camera Techniques	60	3

Unit	Specialist units (<i>continued</i>)	GLH	Level
119	Drawing Concept Art for Computer Games	60	3
120	Web Animation for Interactive Media	60	3
121	3D Animation	60	3
122	Studio Photography	60	3
123	Specialist Studio Photography	60	3
124	Digital Image Capture and Editing	60	3
125	Presenting Fine Art Work	60	3

Edexcel Level 3 BTEC National Certificate in Art and Design (3D Design)

In order to achieve the BTEC National Certificate in Art and Design (3D Design) learners must complete five core units. A total of 420 guided learning hours must be selected from the professional specialist units and the 3D Design specialist units. At least 240 guided learning hours must be selected from the 3D Design specialist units.

The units for the Nationals in Art and Design are on the CD ROM on the inside back cover page.

Unit	Core units	GLH	Level
1	Visual Recording in Art and Design	60	3
2	Materials, Techniques and Processes in Art and Design	60	3
3	Ideas and Concepts in Art and Design	60	3
4	Visual Communication in Art and Design	60	3
5	Contextual Influences in Art and Design	60	3
Professional specialist units			
6	Application, Exploration and Realisation in Art and Design	120	3
7	Design Methods in Art and Design	60	3
8	Design Principles in Art and Design	60	3
9	Professional Practice in Art and Design	60	3
10	Personal and Professional Development in Art and Design	60	3
11	Freelance Work in Art and Design	60	3
12	Computers in Art and Design	60	3
13	Art and Design Specialist Contextual Investigation	60	3
14	Community Art	60	3
3D Design specialist units			
30	3D Computer Modelling	60	3
43	Graphics for 3D Applications	60	3
46	3D Design Media, Techniques and Technology	60	3
47	Small-scale Working	60	3

Unit	3D Design specialist units (<i>continued</i>)	GLH	Level
48	Small-scale Design	60	3
49	Human-scale Working	60	3
50	Human-scale Design	60	3
51	Large-scale Working	60	3
52	Large-scale Design	60	3
53	Design for Moving Parts	60	3
54	Exploring Specialist Techniques	60	3
55	Extending Specialist Techniques	60	3
64	Public Art	60	3
103	3D Sculptural Textiles	60	3

Edexcel Level 3 BTEC National Certificate in Art and Design (Design Crafts)

In order to achieve the BTEC National Certificate in Art and Design (Design Crafts) learners must complete five core units. A total of 420 guided learning hours must be selected from the professional specialist units and the Design Crafts specialist units. At least 240 guided learning hours must be selected from the Design Crafts specialist units.

The units for the Nationals in Art and Design are on the CD ROM on the inside back cover page.

Unit	Core units	GLH	Level
1	Visual Recording in Art and Design	60	3
2	Materials, Techniques and Processes in Art and Design	60	3
3	Ideas and Concepts in Art and Design	60	3
4	Visual Communication in Art and Design	60	3
5	Contextual Influences in Art and Design	60	3
Professional specialist units			
6	Application, Exploration and Realisation in Art and Design	120	3
7	Design Methods in Art and Design	60	3
8	Design Principles in Art and Design	60	3
9	Professional Practice in Art and Design	60	3
10	Personal and Professional Development in Art and Design	60	3
11	Freelance Work in Art and Design	60	3
12	Computers in Art and Design	60	3
13	Art and Design Specialist Contextual Investigation	60	3
14	Community Art	60	3
Design Crafts specialist units			
53	Design for Moving Parts	60	3
54	Exploring Specialist Techniques	60	3
55	Extending Specialist Techniques	60	3

Unit	Design Crafts specialist units (<i>continued</i>)	GLH	Level
63	Exploring Specialist Ceramic Techniques	60	3
66	Developing and Realising Design Craft Ideas	60	3
67	Exploring Resistant Materials	60	3
68	Extending Resistant Materials	60	3
69	Exploring Non-resistant Materials	60	3
70	Extending Non-resistant Materials	60	3
71	Exploring Specialist Textile Techniques	60	3
72	Extending Specialist Textile Techniques	60	3
73	Extending Specialist Ceramic Techniques	60	3
74	Exploring Specialist Glass Techniques	60	3
75	Extending Specialist Glass Techniques	60	3
76	Exploring Specialist Metal and Jewellery Techniques	60	3
77	Extending Specialist Metal and Jewellery Techniques	60	3

Edexcel Level 3 BTEC National Certificate in Art and Design (Fashion and Clothing)

In order to achieve the BTEC National Certificate in Art and Design (Fashion and Clothing) learners must complete five core units. A total of 420 guided learning hours must be selected from the professional specialist units and the Fashion and Clothing specialist units. At least 240 guided learning hours must be selected from the Fashion and Clothing specialist units.

The units for the Nationals in Art and Design are on the CD ROM on the inside back cover page.

Unit	Core units	GLH	Level
1	Visual Recording in Art and Design	60	3
2	Materials, Techniques and Processes in Art and Design	60	3
3	Ideas and Concepts in Art and Design	60	3
4	Visual Communication in Art and Design	60	3
5	Contextual Influences in Art and Design	60	3
Professional specialist units			
6	Application, Exploration and Realisation in Art and Design	120	3
7	Design Methods in Art and Design	60	3
8	Design Principles in Art and Design	60	3
9	Professional Practice in Art and Design	60	3
10	Personal and Professional Development in Art and Design	60	3
11	Freelance Work in Art and Design	60	3
12	Computers in Art and Design	60	3
13	Art and Design Specialist Contextual Investigation	60	3
14	Community Art	60	3
Fashion and Clothing specialist units			
71	Exploring Specialist Textile Techniques	60	3
72	Extending Specialist Textile Techniques	60	3
78	Fashion Media, Techniques and Technology	60	3

Unit	Fashion and Clothing specialist units (<i>continued</i>)	GLH	Level
79	Pattern Construction for Fashion and Clothing	60	3
80	Pattern Development for Fashion and Clothing	60	3
81	Pattern Grading for Fashion and Clothing	60	3
82	Production Techniques for Fashion and Clothing	60	3
83	CAD/CAM for the Fashion Industry	60	3
84	Fashion Marketing	60	3
85	Fashion Visualisation	60	3
86	Garment and Accessory Production	60	3
87	Computer Applications in Fashion	60	3
88	Fashion Presentation Techniques	60	3
89	Fashion Promotion	60	3
90	Surface Pattern for Fashion and Clothing	60	3
91	Pattern Repeat for Fashion and Clothing	60	3
92	Printed Textiles for Fashion and Clothing	60	3
93	Developing Costume Design	60	3
94	Basic Makeup Design and Application	60	3
95	Hair Styling and Dressing for Performers	60	3

Edexcel Level 3 BTEC National Certificate in Art and Design (Fine Art)

In order to achieve the BTEC National Certificate in Art and Design (Fine Art) learners must complete five core units. A total of 420 guided learning hours must be selected from the professional specialist units and the Fine Arts specialist units. At least 240 guided learning hours must be selected from the Fine Art specialist units.

The units for the Nationals in Art and Design are on the CD ROM on the inside back cover page.

Unit	Core units	GLH	Level
1	Visual Recording in Art and Design	60	3
2	Materials, Techniques and Processes in Art and Design	60	3
3	Ideas and Concepts in Art and Design	60	3
4	Visual Communication in Art and Design	60	3
5	Contextual Influences in Art and Design	60	3
Professional specialist units			
6	Application, Exploration and Realisation in Art and Design	120	3
7	Design Methods in Art and Design	60	3
8	Design Principles in Art and Design	60	3
9	Professional Practice in Art and Design	60	3
10	Personal and Professional Development in Art and Design	60	3
11	Freelance Work in Art and Design	60	3
12	Computers in Art and Design	60	3
13	Art and Design Specialist Contextual Investigation	60	3
14	Community Art	60	3
Fine Art specialist units			
18	Film and Video Editing Techniques	60	3
19	Producing Video Installation Work	60	3
29	Image Manipulation Computer Applications	60	3
56	Generating Fine Art Ideas	60	3

Unit	Fine Art specialist units (<i>continued</i>)	GLH	Level
57	Fine Art Principles	60	3
58	Developing and Realising Fine Art Ideas	60	3
59	Multi-disciplinary Work in Fine Art	60	3
60	Painting in Fine Art	60	3
61	Printmaking	60	3
62	Sculpture	60	3
63	Exploring Specialist Ceramic Techniques	60	3
64	Public Art	60	3
65	Specialist Illustration Computer Applications	60	3
73	Extending Specialist Ceramic Techniques	60	3
103	3D Sculptural Textiles	60	3
125	Presenting Fine Art Work	60	3

Edexcel Level 3 BTEC National Certificate in Art and Design (Graphic Design)

In order to achieve the BTEC National Certificate in Art and Design (Graphic Design) learners must complete five core units. A total of 420 guided learning hours must be selected from the professional specialist units and the Graphic Design specialist units. At least 240 guided learning hours must be selected from the Graphic Design specialist units.

The units for the Nationals in Art and Design are on the CD ROM on the inside back cover page.

Unit	Core units	GLH	Level
1	Visual Recording in Art and Design	60	3
2	Materials, Techniques and Processes in Art and Design	60	3
3	Ideas and Concepts in Art and Design	60	3
4	Visual Communication in Art and Design	60	3
5	Contextual Influences in Art and Design	60	3
Professional specialist units			
6	Application, Exploration and Realisation in Art and Design	120	3
7	Design Methods in Art and Design	60	3
8	Design Principles in Art and Design	60	3
9	Professional Practice in Art and Design	60	3
10	Personal and Professional Development in Art and Design	60	3
11	Freelance Work in Art and Design	60	3
12	Computers in Art and Design	60	3
13	Art and Design Specialist Contextual Investigation	60	3
14	Community Art	60	3
Graphic Design specialist units			
28	Lens-based Image Making	60	3
29	Image Manipulation Computer Applications	60	3
30	3D Computer Modelling	60	3

Unit	Graphic Design specialist units (<i>continued</i>)	GLH	Level
31	2D Animation Production	60	3
32	Desktop Publishing Computer Applications	60	3
33	Type and Letter Forms	60	3
34	Typographic Design	60	3
35	Words and Images in Graphic Design	60	3
36	Graphic Image Making	60	3
37	Information Graphics	60	3
39	Website Design	60	3
40	Graphics Media, Techniques and Technology	60	3
41	Mixed Media Image Making	60	3
42	Design for Advertising	60	3
43	Graphics for 3D Applications	60	3
44	Narrative Image Making	60	3
65	Specialist Illustration Computer Applications	60	3
107	Factual Writing in Art and Design	60	3
124	Digital Image Capture and Editing	60	3

Edexcel Level 3 BTEC National Certificate in Art and Design (Interactive Media)

In order to achieve the BTEC National Certificate in Art and Design (Interactive Media) learners must complete five core units. A total of 420 guided learning hours must be selected from the professional specialist units and the Interactive Media specialist units. At least 240 guided learning hours must be selected from the Interactive Media specialist units.

The units for the Nationals in Art and Design are on the CD ROM on the inside back cover page.

Unit	Core units	GLH	Level
1	Visual Recording in Art and Design	60	3
2	Materials, Techniques and Processes in Art and Design	60	3
3	Ideas and Concepts in Art and Design	60	3
4	Visual Communication in Art and Design	60	3
5	Contextual Influences in Art and Design	60	3
Professional specialist units			
6	Application, Exploration and Realisation in Art and Design	120	3
7	Design Methods in Art and Design	60	3
8	Design Principles in Art and Design	60	3
9	Professional Practice in Art and Design	60	3
10	Personal and Professional Development in Art and Design	60	3
11	Freelance Work in Art and Design	60	3
12	Computers in Art and Design	60	3
13	Art and Design Specialist Contextual Investigation	60	3
14	Community Art	60	3
Interactive Media specialist units			
17	Understanding Video Technology	60	3
18	Film and Video Editing Techniques	60	3
19	Producing Video Installation Work	60	3

Unit	Interactive Media specialist units (<i>continued</i>)	GLH	Level
25	Pre-production Techniques for the Media Industries	60	3
29	Image Manipulation Computer Applications	60	3
31	2D Animation Production	60	3
38	Human-computer Interfaces	60	3
39	Website Design	60	3
45	Digital Storytelling	60	3
104	Interactive Media Authoring	60	3
105	Interactive Media Practices	60	3
106	Principles of Software Design and Development	60	3
108	Introduction to Music Technology	60	3
109	Audio Production Processes and Techniques	60	3
110	Sound in Interactive Media	60	3
111	Video Production for Interactive Media	60	3
112	Computer Game Engines	60	3
113	Computer Game Design	60	3
114	Sound for Computer Games	60	3
115	Computer Game Story Development	60	3
116	Stop Motion Animation Production	60	3
117	Soundtrack Production for Television and Film	60	3
118	Single Camera Techniques	60	3
119	Drawing Concept Art for Computer Games	60	3
120	Web Animation for Interactive Media	60	3
121	3D Animation	60	3

Edexcel Level 3 BTEC National Certificate in Art and Design (Photography)

In order to achieve the BTEC National Certificate in Art and Design (Photography) learners must complete five core units. A total of 420 guided learning hours must be selected from the professional specialist units and the Photography specialist units. At least 240 guided learning hours must be selected from the Photography specialist units.

The units for the Nationals in Art and Design are on the CD ROM on the inside back cover page.

Unit	Core units	GLH	Level
1	Visual Recording in Art and Design	60	3
2	Materials, Techniques and Processes in Art and Design	60	3
3	Ideas and Concepts in Art and Design	60	3
4	Visual Communication in Art and Design	60	3
5	Contextual Influences in Art and Design	60	3
Professional specialist units			
6	Application, Exploration and Realisation in Art and Design	120	3
7	Design Methods in Art and Design	60	3
8	Design Principles in Art and Design	60	3
9	Professional Practice in Art and Design	60	3
10	Personal and Professional Development in Art and Design	60	3
11	Freelance Work in Art and Design	60	3
12	Computers in Art and Design	60	3
13	Art and Design Specialist Contextual Investigation	60	3
14	Community Art	60	3
Photography specialist units			
15	Photography Media, Techniques and Technology	60	3
16	Darkroom Practice	60	3
19	Producing Video Installation Work	60	3

Unit	Photography specialist units (<i>continued</i>)	GLH	Level
20	Photographic Studio Techniques	60	3
21	Darkroom Applications	60	3
22	Commercial Photographic Laboratory Operations	60	3
23	Location Photography	60	3
24	Specialist Location Photography	60	3
26	Photography Location Techniques	60	3
27	Experimental Imagery in Photography	60	3
28	Lens-based Image Making	60	3
29	Image Manipulation Computer Applications	60	3
93	Developing Costume Design	60	3
94	Basic Makeup Design and Application	60	3
95	Hair Styling and Dressing for Performers	60	3
122	Studio Photography	60	3
123	Specialist Studio Photography	60	3
124	Digital Image Capture and Editing	60	3

Edexcel Level 3 BTEC National Certificate in Art and Design (Textiles)

In order to achieve the BTEC National Certificate in Art and Design (Textiles) learners must complete five core units. A total of 420 guided learning hours must be selected from the professional specialist units and the Textiles specialist units. At least 240 guided learning hours must be selected from the Textiles specialist units.

The units for the Nationals in Art and Design are on the CD ROM on the inside back cover page.

Unit	Core units	GLH	Level
1	Visual Recording in Art and Design	60	3
2	Materials, Techniques and Processes in Art and Design	60	3
3	Ideas and Concepts in Art and Design	60	3
4	Visual Communication in Art and Design	60	3
5	Contextual Influences in Art and Design	60	3
Professional specialist units			
6	Application, Exploration and Realisation in Art and Design	120	3
7	Design Methods in Art and Design	60	3
8	Design Principles in Art and Design	60	3
9	Professional Practice in Art and Design	60	3
10	Personal and Professional Development in Art and Design	60	3
11	Freelance Work in Art and Design	60	3
12	Computers in Art and Design	60	3
13	Art and Design Specialist Contextual Investigation	60	3
14	Community Art	60	3

Textiles specialist units			
29	Image Manipulation Computer Applications	60	3
71	Exploring Specialist Textile Techniques	60	3
72	Extending Specialist Textile Techniques	60	3
96	Papermaking and Printmaking in Textiles	60	3
97	Fabric Manipulation	60	3
98	Feltmaking and Felting	60	3
99	Textile Installation	60	3
100	Woven Textiles	60	3
101	Knitted Textiles	60	3
102	Embroidered Textiles	60	3
103	3D Sculptural Textiles	60	3

Edexcel Level 3 BTEC National Diploma in Art and Design

The Edexcel Level 3 BTEC National Diploma in Art and Design consists of five core units **plus** professional specialist or specialist units that provide for a combined total of 1080 guided learning hours (GLH) for the completed qualification.

The units for the Nationals in Art and Design are on the CD ROM on the inside back cover page.

Unit	Core units	GLH	Level
1	Visual Recording in Art and Design	60	3
2	Materials, Techniques and Processes in Art and Design	60	3
3	Ideas and Concepts in Art and Design	60	3
4	Visual Communication in Art and Design	60	3
5	Contextual Influences in Art and Design	60	3
Professional specialist units			
6	Application, Exploration and Realisation in Art and Design	120	3
7	Design Methods in Art and Design	60	3
8	Design Principles in Art and Design	60	3
9	Professional Practice in Art and Design	60	3
10	Personal and Professional Development in Art and Design	60	3
11	Freelance Work in Art and Design	60	3
12	Computers in Art and Design	60	3
13	Art and Design Specialist Contextual Investigation	60	3
14	Community Art	60	3
Specialist units			
15	Photography Media, Techniques and Technology	60	3
16	Darkroom Practice	60	3
17	Understanding Video Technology	60	3
18	Film and Video Editing Techniques	60	3

Unit	Specialist units (<i>continued</i>)	GLH	Level
19	Producing Video Installation Work	60	3
20	Photographic Studio Techniques	60	3
21	Darkroom Applications	60	3
22	Commercial Photographic Laboratory Operations	60	3
23	Location Photography	60	3
24	Specialist Location Photography	60	3
25	Pre-production Techniques for the Media Industries	60	3
26	Photography Location Techniques	60	3
27	Experimental Imagery in Photography	60	3
28	Lens-based Image Making	60	3
29	Image Manipulation Computer Applications	60	3
30	3D Computer Modelling	60	3
31	2D Animation Production	60	3
32	Desktop Publishing Computer Applications	60	3
33	Type and Letter Forms	60	3
34	Typographic Design	60	3
35	Words and Images in Graphic Design	60	3
36	Graphic Image Making	60	3
37	Information Graphics	60	3
38	Human-computer Interfaces	60	3
39	Website Design	60	3
40	Graphics Media, Techniques and Technology	60	3
41	Mixed Media Image Making	60	3
42	Design for Advertising	60	3
43	Graphics for 3D Applications	60	3

Unit	Specialist units (<i>continued</i>)	GLH	Level
44	Narrative Image Making	60	3
45	Digital Storytelling	60	3
46	3D Design Media, Techniques and Technology	60	3
47	Small-scale Working	60	3
48	Small-scale Design	60	3
49	Human-scale Working	60	3
50	Human-scale Design	60	3
51	Large-scale Working	60	3
52	Large-scale Design	60	3
53	Design for Moving Parts	60	3
54	Exploring Specialist Techniques	60	3
55	Extending Specialist Techniques	60	3
56	Generating Fine Art Ideas	60	3
57	Fine Art Principles	60	3
58	Developing and Realising Fine Art Ideas	60	3
59	Multi-disciplinary Work in Fine Art	60	3
60	Painting in Fine Art	60	3
61	Printmaking	60	3
62	Sculpture	60	3
63	Exploring Specialist Ceramic Techniques	60	3
64	Public Art	60	3
65	Specialist Illustration Computer Applications	60	3
66	Developing and Realising Design Craft Ideas	60	3
67	Exploring Resistant Materials	60	3
68	Extending Resistant Materials	60	3

Unit	Specialist units (<i>continued</i>)	GLH	Level
69	Exploring Non-resistant Materials	60	3
70	Extending Non-resistant Materials	60	3
71	Exploring Specialist Textile Techniques	60	3
72	Extending Specialist Textile Techniques	60	3
73	Extending Specialist Ceramic Techniques	60	3
74	Exploring Specialist Glass Techniques	60	3
75	Extending Specialist Glass Techniques	60	3
76	Exploring Specialist Metal and Jewellery Techniques	60	3
77	Extending Specialist Metal and Jewellery Techniques	60	3
78	Fashion Media, Techniques and Technology	60	3
79	Pattern Construction for Fashion and Clothing	60	3
80	Pattern Development for Fashion and Clothing	60	3
81	Pattern Grading for Fashion and Clothing	60	3
82	Production Techniques for Fashion and Clothing	60	3
83	CAD/CAM for the Fashion Industry	60	3
84	Fashion Marketing	60	3
85	Fashion Visualisation	60	3
86	Garment and Accessory Production	60	3
87	Computer Applications in Fashion	60	3
88	Fashion Presentation Techniques	60	3
89	Fashion Promotion	60	3
90	Surface Pattern for Fashion and Clothing	60	3
91	Pattern Repeat for Fashion and Clothing	60	3
92	Printed Textiles for Fashion and Clothing	60	3
93	Developing Costume Design	60	3

Unit	Specialist units (<i>continued</i>)	GLH	Level
94	Basic Makeup Design and Application	60	3
95	Hair Styling and Dressing for Performers	60	3
96	Papermaking and Printmaking in Textiles	60	3
97	Fabric Manipulation	60	3
98	Feltmaking and Felting	60	3
99	Textile Installation	60	3
100	Woven Textiles	60	3
101	Knitted Textiles	60	3
102	Embroidered Textiles	60	3
103	3D Sculptural Textiles	60	3
104	Interactive Media Authoring	60	3
105	Interactive Media Practices	60	3
106	Principles of Software Design and Development	60	3
107	Factual Writing in Art and Design	60	3
108	Introduction to Music Technology	60	3
109	Audio Production Processes and Techniques	60	3
110	Sound in Interactive Media	60	3
111	Video Production for Interactive Media	60	3
112	Computer Game Engines	60	3
113	Computer Game Design	60	3
114	Sound for Computer Games	60	3
115	Computer Game Story Development	60	3
116	Stop Motion Animation Production	60	3
117	Soundtrack Production for Television and Film	60	3

Unit	Specialist units (<i>continued</i>)	GLH	Level
118	Single Camera Techniques	60	3
119	Drawing Concept Art for Computer Games	60	3
120	Web Animation for Interactive Media	60	3
121	3D Animation	60	3
122	Studio Photography	60	3
123	Specialist Studio Photography	60	3
124	Digital Image Capture and Editing	60	3
125	Presenting Fine Art Work	60	3

Edexcel Level 3 BTEC National Diploma in Art and Design (3D Design)

In order to achieve an Edexcel Level 3 National Diploma in Art and Design (3D Design) learners must complete the five core units, at least nine units from 3D Design specialist units and complete the remaining 240 guided learning hours from the professional specialist units and the remaining 3D Design specialist units.

The units for the Nationals in Art and Design are on the CD ROM on the inside back cover page.

Unit	Core units	GLH	Level
1	Visual Recording in Art and Design	60	3
2	Materials, Techniques and Processes in Art and Design	60	3
3	Ideas and Concepts in Art and Design	60	3
4	Visual Communication in Art and Design	60	3
5	Contextual Influences in Art and Design	60	3
Professional specialist units			
6	Application, Exploration and Realisation in Art and Design	120	3
7	Design Methods in Art and Design	60	3
8	Design Principles in Art and Design	60	3
9	Professional Practice in Art and Design	60	3
10	Personal and Professional Development in Art and Design	60	3
11	Freelance Work in Art and Design	60	3
12	Computers in Art and Design	60	3
13	Art and Design Specialist Contextual Investigation	60	3
14	Community Art	60	3
3D Design specialist units			
30	3D Computer Modelling	60	3
43	Graphics for 3D Applications	60	3
46	3D Design Media, Techniques and Technology	60	3
47	Small-scale Working	60	3

Unit	3D Design specialist units (<i>continued</i>)	GLH	Level
48	Small-scale Design	60	3
49	Human-scale Working	60	3
50	Human-scale Design	60	3
51	Large-scale Working	60	3
52	Large-scale Design	60	3
53	Design for Moving Parts	60	3
54	Exploring Specialist Techniques	60	3
55	Extending Specialist Techniques	60	3
64	Public Art	60	3
67	Exploring Resistant Materials	60	3
68	Extending Resistant Materials	60	3
69	Exploring Non-resistant Materials	60	3
70	Extending Non-resistant Materials	60	3
103	3D Sculptural Textiles	60	3

Edexcel Level 3 BTEC National Diploma in Art and Design (Design Crafts)

In order to achieve an Edexcel Level 3 National Diploma in Art and Design (Design Crafts) learners must complete the five core units, at least nine units from the Design Crafts specialist units and complete the remaining 240 guided learning hours from the professional specialist units and the remaining Design Crafts specialist units.

The units for the Nationals in Art and Design are on the CD ROM on the inside back cover page.

Unit	Core units	GLH	Level
1	Visual Recording in Art and Design	60	3
2	Materials, Techniques and Processes in Art and Design	60	3
3	Ideas and Concepts in Art and Design	60	3
4	Visual Communication in Art and Design	60	3
5	Contextual Influences in Art and Design	60	3
Professional specialist units			
6	Application, Exploration and Realisation in Art and Design	120	3
7	Design Methods in Art and Design	60	3
8	Design Principles in Art and Design	60	3
9	Professional Practice in Art and Design	60	3
10	Personal and Professional Development in Art and Design	60	3
11	Freelance Work in Art and Design	60	3
12	Computers in Art and Design	60	3
13	Art and Design Specialist Contextual Investigation	60	3
14	Community Art	60	3
Design Crafts specialist units			
46	3D Design Media, Techniques and Technology	60	3
53	Design for Moving Parts	60	3
54	Exploring Specialist Techniques	60	3
55	Extending Specialist Techniques	60	3

Unit	Design Crafts specialist units (<i>continued</i>)	GLH	Level
63	Exploring Specialist Ceramic Techniques	60	3
66	Developing and Realising Design Craft Ideas	60	3
67	Exploring Resistant Materials	60	3
68	Extending Resistant Materials	60	3
69	Exploring Non-resistant Materials	60	3
70	Extending Non-resistant Materials	60	3
71	Exploring Specialist Textile Techniques	60	3
72	Extending Specialist Textile Techniques	60	3
73	Extending Specialist Ceramic Techniques	60	3
74	Exploring Specialist Glass Techniques	60	3
75	Extending Specialist Glass Techniques	60	3
76	Exploring Specialist Metal and Jewellery Techniques	60	3
77	Extending Specialist Metal and Jewellery Techniques	60	3

Edexcel Level 3 BTEC National Diploma in Art and Design (Fashion and Clothing)

In order to achieve an Edexcel Level 3 National Diploma in Art and Design (Fashion and Clothing) learners must complete the five core units, at least nine units from the Fashion and Clothing specialist units and complete the remaining 240 guided learning hours from the professional specialist units and the remaining Fashion and Clothing specialist units.

The units for the Nationals in Art and Design are on the CD ROM on the inside back cover page.

Unit	Core units	GLH	Level
1	Visual Recording in Art and Design	60	3
2	Materials, Techniques and Processes in Art and Design	60	3
3	Ideas and Concepts in Art and Design	60	3
4	Visual Communication in Art and Design	60	3
5	Contextual Influences in Art and Design	60	3
Professional specialist units			
6	Application, Exploration and Realisation in Art and Design	120	3
7	Design Methods in Art and Design	60	3
8	Design Principles in Art and Design	60	3
9	Professional Practice in Art and Design	60	3
10	Personal and Professional Development in Art and Design	60	3
11	Freelance Work in Art and Design	60	3
12	Computers in Art and Design	60	3
13	Art and Design Specialist Contextual Investigation	60	3
14	Community Art	60	3
Fashion and Clothing specialist units			
71	Exploring Specialist Textile Techniques	60	3
72	Extending Specialist Textile Techniques	60	3
78	Fashion Media, Techniques and Technology	60	3

Unit	Fashion and Clothing specialist units (<i>continued</i>)	GLH	Level
79	Pattern Construction for Fashion and Clothing	60	3
80	Pattern Development for Fashion and Clothing	60	3
81	Pattern Grading for Fashion and Clothing	60	3
82	Production Techniques for Fashion and Clothing	60	3
83	CAD/CAM for the Fashion Industry	60	3
84	Fashion Marketing	60	3
85	Fashion Visualisation	60	3
86	Garment and Accessory Production	60	3
87	Computer Applications in Fashion	60	3
88	Fashion Presentation Techniques	60	3
89	Fashion Promotion	60	3
90	Surface Pattern for Fashion and Clothing	60	3
91	Pattern Repeat for Fashion and Clothing	60	3
92	Printed Textiles for Fashion and Clothing	60	3
93	Developing Costume Design	60	3
94	Basic Makeup Design and Application	60	3
95	Hair Styling and Dressing for Performers	60	3

Edexcel Level 3 BTEC National Diploma in Art and Design (Fine Art)

In order to achieve an Edexcel Level 3 National Diploma in Art and Design (Fine Art) learners must complete the five core units, at least nine units from the Fine Art specialist units and complete the remaining 240 guided learning hours from the professional specialist units and the remaining Fine Art specialist units.

The units for the Nationals in Art and Design are on the CD ROM on the inside back cover page.

Unit	Core units	GLH	Level
1	Visual Recording in Art and Design	60	3
2	Materials, Techniques and Processes in Art and Design	60	3
3	Ideas and Concepts in Art and Design	60	3
4	Visual Communication in Art and Design	60	3
5	Contextual Influences in Art and Design	60	3
Professional specialist units			
6	Application, Exploration and Realisation in Art and Design	120	3
7	Design Methods in Art and Design	60	3
8	Design Principles in Art and Design	60	3
9	Professional Practice in Art and Design	60	3
10	Personal and Professional Development in Art and Design	60	3
11	Freelance Work in Art and Design	60	3
12	Computers in Art and Design	60	3
13	Art and Design Specialist Contextual Investigation	60	3
14	Community Art	60	3
Fine Art specialist units			
18	Film and Video Editing Techniques	60	3
19	Producing Video Installation Work	60	3
27	Experimental Imagery in Photography	60	3
29	Image Manipulation Computer Applications	60	3

Unit	Fine Art specialist units (<i>continued</i>)	GLH	Level
56	Generating Fine Art Ideas	60	3
57	Fine Art Principles	60	3
58	Developing and Realising Fine Art Ideas	60	3
59	Multi-disciplinary Work in Fine Art	60	3
60	Painting in Fine Art	60	3
61	Printmaking	60	3
62	Sculpture	60	3
63	Exploring Specialist Ceramic Techniques	60	3
64	Public Art	60	3
65	Specialist Illustration Computer Applications	60	3
73	Extending Specialist Ceramic Techniques	60	3
103	3D Sculptural Textiles	60	3
110	Sound in Interactive Media	60	3
116	Stop Motion Animation Production	60	3
118	Single Camera Techniques	60	3
125	Presenting Fine Art Work	60	3

Edexcel Level 3 BTEC National Diploma in Art and Design (Graphic Design)

In order to achieve an Edexcel Level 3 National Diploma in Art and Design (Graphic Design) learners must complete the five core units, at least nine units from the Graphic Design specialist units and complete the remaining 240 guided learning hours from the professional specialist units and the remaining Graphic Design specialist units.

The units for the Nationals in Art and Design are on the CD ROM on the inside back cover page.

Unit	Core units	GLH	Level
1	Visual Recording in Art and Design	60	3
2	Materials, Techniques and Processes in Art and Design	60	3
3	Ideas and Concepts in Art and Design	60	3
4	Visual Communication in Art and Design	60	3
5	Contextual Influences in Art and Design	60	3
Professional specialist units			
6	Application, Exploration and Realisation in Art and Design	120	3
7	Design Methods in Art and Design	60	3
8	Design Principles in Art and Design	60	3
9	Professional Practice in Art and Design	60	3
10	Personal and Professional Development in Art and Design	60	3
11	Freelance Work in Art and Design	60	3
12	Computers in Art and Design	60	3
13	Art and Design Specialist Contextual Investigation	60	3
14	Community Art	60	3
Graphic Design specialist units			
17	Understanding Video Technology	60	3
20	Photographic Studio Techniques	60	3
25	Pre-production Techniques for the Media Industries	60	3
26	Photography Location Techniques	60	3

Unit	Specialist units (<i>continued</i>)	GLH	Level
27	Experimental Imagery in Photography	60	3
28	Lens-based Image Making	60	3
29	Image Manipulation Computer Applications	60	3
30	3D Computer Modelling	60	3
31	2D Animation Production	60	3
32	Desktop Publishing Computer Applications	60	3
33	Type and Letter Forms	60	3
34	Typographic Design	60	3
35	Words and Images in Graphic Design	60	3
36	Graphic Image Making	60	3
37	Information Graphics	60	3
38	Human-Computer Interfaces	60	3
39	Website Design	60	3
40	Graphics Media, Techniques and Technology	60	3
41	Mixed Media Image Making	60	3
42	Design for Advertising	60	3
43	Graphics for 3D Applications	60	3
44	Narrative Image Making	60	3
65	Specialist Illustration Computer Applications	60	3
107	Factual Writing in Art and Design	60	3
110	Sound in Interactive Media	60	3
124	Digital Image Capture and Editing	60	3

Edexcel Level 3 BTEC National Diploma in Art and Design (Interactive Media)

In order to achieve an Edexcel Level 3 National Diploma in Art and Design (Interactive Media) learners must complete the five core units, at least nine units from the Interactive Media specialist units and complete the remaining 240 guided learning hours from the professional specialist units and the remaining Interactive Media specialist units.

The units for the Nationals in Art and Design are on the CD ROM on the inside back cover page.

Unit	Core units	GLH	Level
1	Visual Recording in Art and Design	60	3
2	Materials, Techniques and Processes in Art and Design	60	3
3	Ideas and Concepts in Art and Design	60	3
4	Visual Communication in Art and Design	60	3
5	Contextual Influences in Art and Design	60	3
Professional specialist units			
6	Application, Exploration and Realisation in Art and Design	120	3
7	Design Methods in Art and Design	60	3
8	Design Principles in Art and Design	60	3
9	Professional Practice in Art and Design	60	3
10	Personal and Professional Development in Art and Design	60	3
11	Freelance Work in Art and Design	60	3
12	Computers in Art and Design	60	3
13	Art and Design Specialist Contextual Investigation	60	3
14	Community Art	60	3
Interactive Media specialist units			
17	Understanding Video Technology	60	3
18	Film and Video Editing Techniques	60	3
19	Producing Video Installation Work	60	3

Unit	Interactive Media specialist units (<i>continued</i>)	GLH	Level
25	Pre-production Techniques for the Media Industries	60	3
29	Image Manipulation Computer Applications	60	3
31	2D Animation Production	60	3
32	Desktop Publishing Computer Applications	60	3
36	Graphic Image Making	60	3
38	Human-computer Interfaces	60	3
39	Website Design	60	3
45	Digital Storytelling	60	3
93	Developing Costume Design	60	3
94	Basic Makeup Design and Application	60	3
95	Hair Styling and Dressing for Performers	60	3
104	Interactive Media Authoring	60	3
105	Interactive Media Practices	60	3
106	Principles of Software Design and Development	60	3
108	Introduction to Music Technology	60	3
109	Audio Production Processes and Techniques	60	3
110	Sound in Interactive Media	60	3
111	Video Production for Interactive Media	60	3
112	Computer Game Engines	60	3
113	Computer Game Design	60	3
114	Sound for Computer Games	60	3
115	Computer Game Story Development	60	3
116	Stop Motion Animation Production	60	3
117	Soundtrack Production for Television and Film	60	3

Unit	Interactive Media specialist units (<i>continued</i>)	GLH	Level
118	Single Camera Techniques	60	3
119	Drawing Concept Art for Computer Games	60	3
120	Web Animation for Interactive Media	60	3
121	3D Animation	60	3
124	Digital Image Capture and Editing	60	3

Edexcel Level 3 BTEC National Diploma in Art and Design (Photography)

In order to achieve an Edexcel Level 3 National Diploma in Art and Design (Photography) learners must complete the five core units, at least nine units from the Photography specialist units and complete the remaining 240 guided learning hours from the professional specialist units and the remaining Photography specialist units.

The units for the Nationals in Art and Design are on the CD ROM on the inside back cover page.

Unit	Core units	GLH	Level
1	Visual Recording in Art and Design	60	3
2	Materials, Techniques and Processes in Art and Design	60	3
3	Ideas and Concepts in Art and Design	60	3
4	Visual Communication in Art and Design	60	3
5	Contextual Influences in Art and Design	60	3
Professional specialist units			
6	Application, Exploration and Realisation in Art and Design	120	3
7	Design Methods in Art and Design	60	3
8	Design Principles in Art and Design	60	3
9	Professional Practice in Art and Design	60	3
10	Personal and Professional Development in Art and Design	60	3
11	Freelance Work in Art and Design	60	3
12	Computers in Art and Design	60	3
13	Art and Design Specialist Contextual Investigation	60	3
14	Community Art	60	3
Photography specialist units			
15	Photography Media, Techniques and Technology	60	3
16	Darkroom Practice	60	3
19	Producing Video Installation Work	60	3
20	Photographic Studio Techniques	60	3

Unit	Photography specialist units (<i>continued</i>)	GLH	Level
21	Darkroom Applications	60	3
22	Commercial Photographic Laboratory Operations	60	3
23	Location Photography	60	3
24	Specialist Location Photography	60	3
26	Photography Location Techniques	60	3
27	Experimental Imagery in Photography	60	3
28	Lens-based Image Making	60	3
29	Image Manipulation Computer Applications	60	3
93	Developing Costume Design	60	3
94	Basic Makeup Design and Application	60	3
95	Hair Styling and Dressing for Performers	60	3
122	Studio Photography	60	3
123	Specialist Studio Photography	60	3
124	Digital Image Capture and Editing	60	3

Edexcel Level 3 BTEC National Diploma in Art and Design (Textiles)

In order to achieve an Edexcel Level 3 National Diploma in Art and Design (Textiles) learners must complete the five core units, at least nine units from the Textiles specialist units and complete the remaining 240 guided learning hours from the professional specialist units and the remaining Textiles specialist units.

The units for the Nationals in Art and Design are on the CD ROM on the inside back cover page.

Unit	Core units	GLH	Level
1	Visual Recording in Art and Design	60	3
2	Materials, Techniques and Processes in Art and Design	60	3
3	Ideas and Concepts in Art and Design	60	3
4	Visual Communication in Art and Design	60	3
5	Contextual Influences in Art and Design	60	3
Professional specialist units			
6	Application, Exploration and Realisation in Art and Design	120	3
7	Design Methods in Art and Design	60	3
8	Design Principles in Art and Design	60	3
9	Professional Practice in Art and Design	60	3
10	Personal and Professional Development in Art and Design	60	3
11	Freelance Work in Art and Design	60	3
12	Computers in Art and Design	60	3
13	Art and Design Specialist Contextual Investigation	60	3
14	Community Art	60	3
Textiles specialist units			
29	Image Manipulation Computer Applications	60	3
71	Exploring Specialist Textile Techniques	60	3
72	Extending Specialist Textile Techniques	60	3
79	Pattern Construction for Fashion and Clothing	60	3

Unit	Textiles specialist units (<i>continued</i>)	GLH	Level
80	Pattern Development for Fashion and Clothing	60	3
86	Garment and Accessory Production	60	3
90	Surface Pattern for Fashion and Clothing	60	3
91	Pattern Repeat for Fashion and Clothing	60	3
92	Printed Textiles for Fashion and Clothing	60	3
96	Papermaking and Printmaking in Textiles	60	3
97	Fabric Manipulation	60	3
98	Feltmaking and Felting	60	3
99	Textile Installation	60	3
100	Woven Textiles	60	3
101	Knitted Textiles	60	3
102	Embroidered Textiles	60	3
103	3D Sculptural Textiles	60	3

Unit format

All units in Edexcel Level 3 BTEC National qualifications have a standard format. The unit format is designed to give guidance on the requirements of the qualification for learners, tutors, assessors and those responsible for monitoring national standards.

Each unit has the following sections.

Unit title

The unit title is accredited by QCA and this form of words will appear on the learner's Notification of Performance (NOP).

NQF level

This is the level of the unit within the National Qualifications Framework (NQF). The level of the unit has been informed by the NICATs level descriptors and, where appropriate, the NOS and/or other sector/professional benchmarks.

Guided learning hours (GLH)

In BTEC National qualifications each unit consists of 30, 60, 90 or 120 GLH. Guided learning hours are 'a notional measure of the substance of a unit'. GLH include an estimate of time that might be allocated to direct teaching, instruction and assessment, together with other structured learning time such as directed assignments or supported individual study. It excludes learner-initiated private study. Centres are advised to consider this definition when planning the programme of study associated with this qualification.

Unit abstract

The unit abstract gives the reader an appreciation of the value of the unit in the vocational setting of the qualification as well as highlighting the focus of the unit. It gives the reader a snapshot of the aims of the unit and the key knowledge, skills and understanding developed while studying the unit. The unit abstract also highlights any links to the appropriate vocational sector by describing how the unit relates to that sector.

Learning outcomes

Learning outcomes state exactly what a learner should 'know, understand or be able to do' as a result of completing the unit.

Unit content

The unit content gives centres the substance to devise and plan the programme of learning needed for the learning outcomes to be successfully achieved. Evidence to meet the grading criteria will include relevant areas of the unit content as described in the assessment section of the unit. Where appropriate, this is informed by the underpinning knowledge and understanding requirements of the related National Occupational Standards (NOS).

The unit content sets out each learning outcome with prescribed key phrases or concepts listed in italics followed by the range of related topics. Detailed lists provide an indicative range to support the specific topic item. Not all of the unit content is expected to be assessed in every unit.

Grading grid

Each grading grid contains statements of the assessment criteria used to determine the evidence that each learner must produce in order to receive a pass, merit or distinction grade. It is important to note that the merit and distinction grading criteria refer to a qualitative improvement in the learner's evidence, and not a quantitative one.

Essential guidance for tutors

This section is designed to give tutors additional guidance and amplification in order to provide understanding and a consistent level of delivery and assessment. It is divided into the following sections:

- *Delivery* – explains the content's relationship with the learning outcomes and offers guidance about possible approaches to delivery. This section is based on the more usual delivery modes but is not intended to rule out alternative approaches.
- *Assessment* – gives amplification about the nature and type of evidence that learners need to produce in order to pass the unit or achieve the higher grades. This section should be read in conjunction with the grading criteria.
- *Links to National Occupational Standards, other BTEC units, other BTEC qualifications and other relevant units and qualifications* – sets out links with other units within the qualification. These links can be used to ensure that learners make connections between units, resulting in a coherent programme of learning. The links show opportunities for integration of learning, delivery and assessment.
- *Essential resources* – identifies any specialist resources needed to allow learners to generate the evidence required for each unit. The centre will be asked to ensure that any requirements are in place when it seeks approval from Edexcel to offer the qualification.
- *Indicative reading for learners* – provides a short list of learner resource material that benchmarks the level of study.

Key skills

This section identifies any opportunities in the unit for learners to generate evidence to meet the requirements of key skills units. Assessors should take care to become familiar with the key skills specifications and evidence requirements and not to rely solely on this section when presenting key skills evidence for moderation. Centres should refer to the QCA website (www.qca.org.uk) for the latest version of the key skills standards.

Assessment and grading

The purpose of assessment is to ensure that effective learning has taken place.

Assignments constructed by centres should be reliable and fit for purpose, and should build on the application of the grading criteria. Centres should use a variety of assessment methods, including case studies, assignments and work-based assessments, along with projects, performance observation and time-constrained assessments. Centres are encouraged to emphasise the practical application of the grading criteria, providing a realistic scenario for learners to adopt, and making maximum use of practical activities and work experience. The creation of assignments that are fit for purpose is vital to learners' achievement and their importance cannot be over-emphasised.

All of the criteria listed in the grading grid for each unit must be covered by one assignment, or by a series of assignments. It is advisable that criteria are clearly indicated on each assignment to provide a clear focus for learners and to assist with internal verification and standardisation processes. This will also help to ensure that feedback is specific to the criteria. Tasks and activities should enable learners to produce evidence that relates directly to the specified criteria.

When reading the grading grids and designing assignments, centres should note that for learners to achieve a merit/distinction grade they will be required to provide evidence that is qualitative, not quantitative, in its nature. Centres are encouraged to look across the units' grading grids to identify common topics.

Grading domains

The grading criteria are developed in relation to grading domains which provide for the assessment of the learning outcomes of the unit. There are four BTEC National grading domains which underpin the grading criteria:

- application of knowledge and understanding
- development of practical and technical skills
- personal development for occupational roles
- application of generic and key skills.

The qualitative nature of the merit and distinction grading criteria is based on indicative characteristics of the evidence to fulfil the higher grades. Please refer to *Annexe B*.

A grading scale of pass, merit and distinction is applied to all units.

In Edexcel BTEC Nationals all units are internally assessed.

All assessment for BTEC Nationals is criterion referenced, based on the achievement of specified learning outcomes. Each unit has specified criteria which are to be used for grading. A summative unit grade can be awarded at pass, merit or distinction:

- to achieve a 'pass' a learner must have satisfied **all** the pass criteria
- to achieve a 'merit' a learner must additionally have satisfied **all** the merit criteria

- to achieve a ‘distinction’ a learner must additionally have satisfied **all** the distinction criteria.

Learners who complete the unit but who do not meet all the pass criteria are graded ‘unclassified’.

Quality assurance

Edexcel’s qualification specifications set out the standard to be achieved by each learner in order to be awarded the qualification. This is covered in the statement of learning outcomes and grading criteria in each unit. Further guidance on delivery and assessment is given in the *Essential guidance for tutors* section in each unit. This section is designed to provide additional guidance and amplification related to the unit to support tutors, deliverers and assessors and to provide for a coherence of understanding and a consistency of delivery and assessment.

Edexcel operates an independent, external quality assurance process which is designed to ensure that these standards are maintained by all internal verifiers and external verifiers. It achieves this through the following activities.

Approval

Centres that have not previously offered BTEC qualifications will first need to apply for, and be granted, centre approval before they can apply for approval to offer the programme.

Centres wishing to offer a vocational area for the first time will need to apply for approval to offer the programme.

When a centre applies for approval to offer a BTEC qualification they will be required to enter into an approvals agreement.

The approvals agreement is a formal commitment by the head or principal of a centre to meet all the requirements of the specification and any linked codes or regulations. Sanctions and tariffs may be applied if centres do not comply with the agreement. Ultimately, this could result in the suspension of certification or withdrawal of approval.

Centres will be allowed ‘accelerated approval’ for a new programme where the centre already has approval for a programme that is being replaced by the new programme.

Risk assessment

Edexcel has an approval process which creates a quality profile of each qualification programme in each centre and for the centre as a whole. This profile helps to determine how the programme will be externally verified and will also be used to initiate other quality control measures by Edexcel.

Internal verification

Centres are required to have processes in place that review each assessor's decisions. This ensures that they are correctly interpreting and applying the standards set out in the specifications. The system used to do this is a matter for individual centres and Edexcel fully supports the use of the centre's own quality assurance systems where they ensure robust internal standardisation.

Centres should refer to the BTEC NQF Level 2/3 (including Short Courses at Levels 1-3) Handbook (updated annually). This information can also be found on our website www.edexcel.org.uk then click on 'Services for Centres' and then 'FE Colleges & Schools'.

External verification

Edexcel will sample assessors' decisions using sector-specialist external verifiers. For BTEC Nationals this process will follow the National Standards Sampling (NSS) protocol.

Learners' work **must** be internally assessed. Additionally, at least 50 per cent of submitted work **must** be internally verified.

Centres should refer to the BTEC NQF Level 2/3 (including Short Courses at Levels 1-3) Handbook (updated annually). This updated information can also be found on our website, go to www.edexcel.org.uk then click on 'Services for Centres' and then 'FE Colleges & Schools'.

Calculation of the qualification grade

Awarding a qualification grade

The qualification grade will be calculated through the aggregation of points achieved through the successful achievement of individual units. The number of points available will be dependent on the unit grade achieved and the size of the unit as determined by the stipulated guided learning hours.

For the calculation of a qualification grade for a BTEC National a learner must:

- complete all designated units
- achieve a minimum points score of
 - 36 points for a National Award
 - 72 points for a National Certificate
 - 108 points for a National Diploma
- achieve a pass (or above) grade for units with a combined total of
 - 300 guided learning hours for a National Award
 - 600 guided learning hours for a National Certificate
 - 900 guided learning hours for a National Diploma.

Unit points

Size of unit (GLH)	Pass grade	Merit grade	Distinction grade
10	1	2	3
30	3	6	9
60	6	12	18
90	9	18	27
120	12	24	36

Grade boundaries and UCAS points (as of 1st January 2007)

Grade boundaries BTEC National Award	Overall grade BTEC National Award		UCAS points
36-59	Pass	P	40
60-83	Merit	M	80
84-108	Distinction	D	120

Grade boundaries BTEC National Certificate	Overall grade BTEC National Certificate		UCAS points
72-95	PP		80
96-119	MP		120
120-143	MM		160
144-167	DM		200
168-216	DD		240

Grade boundaries BTEC National Diploma	Overall grade BTEC National Diploma		UCAS points
108-131	PPP		120
132-155	MPP		160
156-179	MMP		200
180-203	MMM		240
204-227	DMM		280
228-251	DDM		320
252-324	DDD		360

Programme design and delivery

BTEC National qualifications consist of core units (which are mandatory) and specialist units. Specialist units are designed to provide a specific focus to the qualification. Required combinations of specialist units are set out clearly in relation to each qualification in the defined qualification structures in this document.

In BTEC Nationals each unit is 30, 60, 90 or 120 guided learning hours (GLH). The GLH includes an estimate of time that might be allocated to direct teaching, instruction and assessment, together with other structured learning time such as directed assignments or supported individual study. It excludes learner-initiated private study. Centres are advised to consider this definition when planning the programme of study associated with this specification.

Mode of delivery

Edexcel does not define the mode of study for BTEC Nationals. Centres are free to offer the qualifications using any mode of delivery that meets their learner's needs. This may be through traditional classroom teaching, open learning, distance learning or a combination of the three. Whichever mode of delivery used, centres must ensure that learners have appropriate access to the resources identified in the specification and to the subject specialists delivering the units. This is particularly important for learners studying for the qualification through open or distance learning.

Learners studying for the qualification on a part-time basis bring with them a wealth of experience that should be utilised to maximum effect by tutors and assessors. Assessment evidence drawn from learners' work environments should be encouraged. Those planning the programme should aim to enhance the vocational nature of the qualification by:

- liaising with employers to ensure a course relevant to learners' specific needs
- accessing and using non-confidential data and documents from learners' workplaces
- including sponsoring employers in the delivery of the programme and, where appropriate, in the assessment
- linking with company-based/workplace training programmes
- making full use of the variety of experience of work and life that learners bring to the programme.

Resources

BTEC Nationals are designed to prepare learners for employment in specific occupational sectors. Physical resources need to support the delivery of the programme and the proper assessment of the learning outcomes, and should therefore normally be of industry standard. Staff delivering programmes and conducting the assessments should be fully familiar with current practice and standards in the sector concerned. Centres will need to meet any specialist resource requirements when they seek approval from Edexcel.

Where specific resources are required these have been indicated in individual units under the *Essential resources* section.

Delivery approach

It is important that centres develop an approach to teaching and learning that supports the specialist vocational nature of BTEC National qualifications. Specifications give a balance of practical skill development and knowledge requirements, some of which can be theoretical in nature. Tutors and assessors need to ensure that appropriate links are made between theory and practical application and that the knowledge base is applied to the sector. This requires the development of relevant and up-to-date teaching materials that allow learners to apply their learning to actual events and activity within the sector. Maximum use should be made of the learner's experience.

Accreditation of Prior Learning (APL)

Edexcel encourages centres to recognise learners' previous achievements and experiences through APL. Learners may have evidence that has been generated during previous study or in their previous or current employment or whilst undertaking voluntary work that relates to one or more of the units in the qualification. Assessors should map this evidence against the grading criteria in the specification and make this evidence available to the external verifier. As with all evidence, assessors should be satisfied about the authenticity and currency of the material when considering whether or not the learning outcomes of the unit have been met.

Full guidance on Edexcel's policy on APL is provided on our website, go to www.edexcel.org.uk then click on 'About Us' and then 'Policies for Centres'.

Meeting local needs

Centres should note that the qualifications set out in these specifications have been developed in consultation with centres and employers, particularly the Sector Skills Councils or the Standards Setting Bodies for the relevant sector. The units are designed to meet the skill needs of the sector and the specialist units allow coverage of the full range of employment. Centres should make maximum use of the choice available to them within the specialist units in these specifications to meet the needs of their learners, and the local skills and training needs identified by organisations such as the Regional Development Agency and the local Learning and Skills Council.

In certain circumstances, units in this specification might not allow centres to meet a local need. In this situation, centres can seek approval from Edexcel to make use of units from other standard NQF BTEC National specifications. Centres will need to justify the need for importing units from other specifications and Edexcel will ensure that the vocational focus of the qualification has not been diluted. Units that have externally set assignments cannot be imported into other qualifications.

There may be exceptional circumstances where even this flexibility does not meet a particular local need. In this case, centres can seek permission from Edexcel to develop a unit with us to meet this need. There are very few cases where this will be allowed. Centres will need strong evidence of the local need and the reasons why our standard units are inappropriate. Edexcel will need to submit these units for accreditation by QCA.

Limitations on variations from standard specifications

The flexibility to import standard units from other BTEC Nationals and/or develop unique units is limited to a total of:

- $\frac{2}{9}$ (for example four 60 GLH units) in a BTEC National Diploma qualification
- $\frac{1}{6}$ (for example two 60 GLH units) in a BTEC National Certificate qualification
- $\frac{1}{6}$ (for example one 60 GLH unit) in a BTEC National Award qualification.

The use of these units cannot be at the expense of the core units in any qualification.

Access and recruitment

Edexcel's policy regarding access to its qualifications is that:

- they should be available to everyone who is capable of reaching the required standards
- they should be free from any barriers that restrict access and progression
- there should be equal opportunities for all wishing to access the qualifications.

Centres are required to recruit learners to BTEC qualifications with integrity. This will include ensuring that applicants have appropriate information and advice about the qualifications and that the qualification will meet their needs. Centres should take appropriate steps to assess each applicant's potential and make a professional judgement about their ability to successfully complete the programme of study and achieve the qualification. This assessment will need to take account of the support available to the learner within the centre during their programme of study and any specific support that might be necessary to allow the learner to access the assessment for the qualification. Centres should also show regard for Edexcel's policy on learners with particular requirements.

Centres will need to review the profile of qualifications and/or experience held by applicants, considering whether this profile shows an ability to progress to a Level 3 qualification. For learners who have recently been in education, the profile is likely to include one of the following:

- a BTEC First qualification in Art and Design or a related vocational area
- an Intermediate GNVQ in an appropriate vocational area
- a GCSE equivalent to four passes at grade C

- other related Level 2 qualifications
- related work experience.

More mature learners may present a more varied profile of achievement that is likely to include experience of paid and/or unpaid employment.

Restrictions on learner entry

Most BTEC National qualifications are accredited on the NQF for learners aged 16 years and over. Learners aged 15 and under cannot be registered for a BTEC National qualification.

In particular sectors the restrictions on learner entry might also relate to any physical or legal barriers, for example people working in health, care or education are likely to be subject to police checks.

Edexcel Level 3 BTEC Nationals are listed on the DfES funding lists Section 96 and Section 97.

Access arrangements and special considerations

Edexcel's policy on access arrangements and special considerations for BTEC and Edexcel NVQ qualifications aims to enhance access to the qualifications for learners with disabilities and other difficulties (as defined by the 1995 Disability Discrimination Act and the amendments to the Act) without compromising the assessment of skills, knowledge, understanding or competence.

Further details are given in the policy 'Access Arrangements and Special Considerations for BTEC and Edexcel NVQ Qualifications', which is on the Edexcel website (www.edexcel.org.uk). This policy replaces the previous Edexcel policy (Assessment of Vocationally Related Qualification: Regulations and Guidance Relating to Learners with Special Requirements, 2002) concerning learners with particular requirements.

The Edexcel BTEC Qualification Framework for the Art and Design sector

Progression opportunities within the framework are available vertically, diagonally and horizontally.

NQF Level	General Qualifications	BTEC full VRQ courses	BTEC Short Courses	NVQ/occupational
8				
7				
6				
5		Higher National Certificate and Diploma in Fashion and Textiles/Fine Art/Graphic Design/Interactive Media/Photography/3D Design		
4		Higher National Certificate in Fashion and Textiles/ Fine Art/Graphic Design/ Interactive Media/ Photography/3D Design		Design Management
3	GCE AS in Art and Design GCE Advanced in Art and Design AS GCE in Applied Art and Design Advanced GCE in Applied Art and Design	National Award/Certificate/ Diploma in Art and Design/ Photography/Graphic Design/ 3D Design/Fine Art/ Design Crafts/Fashion and Clothing/Textiles/ Interactive Media	Award, Certificate and Diploma in Interactive Use of Media/3D Design/ Photography/Graphics/ Textiles/Fashion and Clothing	Design

NQF Level	General Qualifications		BTEC full VRQ courses	BTEC Short Courses	NVQ/occupational
2		GCSE in Art and Design GCSE Short Course in Art and Design	First Certificate in Art and Design First Diploma in Art and Design	Award, Certificate and Diploma in Interactive Use of Media/3D Design/ Photography/Graphics/ Textiles/Fashion and Clothing	Design Support
1		GCSE Applied in Art and Design	Introductory Certificate in Art, Design and Media Introductory Diploma in Art, Design and Media	Award, Certificate and Diploma in Interactive Use of Media/3D Design/ Photography/Graphics/ Textiles/Fashion and Clothing	
Entry			Skills for Working Life (Arts and Media)		

Further information

For further information please call Customer Services on 0870 240 9800 (calls may be recorded for training purposes) or visit our website at www.edexcel.org.uk.

Useful publications

Further copies of this document and related publications can be obtained from:

Edexcel Publications

Adamsway

Mansfield

Nottinghamshire NG18 4FN

Telephone: 01623 467 467

Fax: 01623 450 481

Email: publications@linneydirect.com

Related information and publications include:

- *Accreditation of Prior Learning* available on our website: www.edexcel.org.uk
- *Guidance for Centres Offering Edexcel/BTEC NQF Accredited Programmes* – (Edexcel, distributed to centres annually)
- key skills publications – specifications, tutor support materials and question papers
- *The Statutory Regulation of External Qualifications in England, Wales and Northern Ireland* – (QCA, 2004)
- the current Edexcel publications catalogue and update catalogue.

Edexcel publications concerning the Quality Assurance System and the internal and external verification of vocationally related programmes can be found on the Edexcel website and in the Edexcel publications catalogue.

NB: Most of our publications are priced. There is also a charge for postage and packing. Please check the cost when you order.

Professional development and training

Edexcel supports UK and international customers with training related to BTEC qualifications. This support is available through a choice of training options offered in our published training directory or through customised training at your centre.

The support we offer focuses on a range of issues including:

- planning for the delivery of a new programme
- planning for assessment and grading
- developing effective assignments
- building your team and teamwork skills
- developing student-centred learning and teaching approaches
- building key skills into your programme
- building in effective and efficient quality assurance systems.

The national programme of training we offer can be viewed on the Edexcel website (www.edexcel.org.uk). You can request customised training through the website or by contacting one of our advisers in the Professional Development and Training team via Customer Services on telephone 0870 240 9800 (calls may be recorded for training purposes) to discuss your training needs.

The training we provide:

- is active – ideas are developed and applied
- is designed to be supportive and thought provoking
- builds on best practice.

Annexe A

QCA codes

The QCA National Qualifications Framework (NQF) code is known as a Qualification Accreditation Number (QAN). This is the code that features in the DfES Funding Schedules, Section 96 and 97 and is to be used for all qualification funding purposes. Each unit within a qualification will also have a QCA NQF unit code.

The QCA qualification and unit codes will appear on the learner's final certification documentation.

The QANs for the qualifications in this publication are:

Edexcel Level 3 BTEC National Award in Art and Design 500/1809/7

Edexcel Level 3 BTEC National Certificate in Art and Design 500/1807/3

Edexcel Level 3 BTEC National Diploma in Art and Design 500/1810/3

These qualification titles will appear on the learners' certificates. Learners need to be made aware of this when they are recruited by the centre and registered with Edexcel. Providing this happens, centres are able to describe the programme of study leading to the award of the qualification in different ways to suit the medium and the target audience.

Annexe B

Grading domains: Level 3 BTEC generic grading domains

Grading domain 1	Indicative characteristics – Merit	Indicative characteristics – Distinction
<p>Application of knowledge and understanding</p> <p>(Learning outcome stem <i>understand or know</i>)</p>	<ul style="list-style-type: none"> • Shows depth of knowledge and development of understanding in familiar and unfamiliar situations (eg explain why, makes judgements based on analysis). • Applies and/or selects concepts showing comprehension of often complex theories. • Applies knowledge in often familiar and unfamiliar contexts. • Applies knowledge to non-routine contexts (eg assessor selection). • Makes reasoned analytical judgements. • Shows relationships between p criteria. 	<ul style="list-style-type: none"> • Synthesises knowledge and understanding across p/m criteria. • Evaluates complex concepts/ideas/actions and makes reasoned and confident judgements. • Uses analysis, research and evaluation to make recommendations and influence proposals. • Analyses implications of application of knowledge/understanding. • Accesses and evaluates knowledge and understanding to advance complex activities/contexts. • Shows relationships with p/m criteria. • Responds positively to evaluation.

Grading domain 2	Indicative characteristics – Merit	Indicative characteristics – Distinction
<p>Development of practical and technical skills (Learning outcome stem <i>be able to</i>)</p>	<ul style="list-style-type: none"> • Deploys appropriate advanced techniques/processes/skills. • Applies technical skill to advance non-routine activities. • Advances practical activities within resource constraints. • Produces varied solutions (including non-routine). • Modifies techniques/processes to situations. • Shows relationship between p criteria. 	<ul style="list-style-type: none"> • Demonstrates creativity/originality/own ideas. • Applies skill(s) to achieve higher order outcome. • Selects and uses successfully from a range of advanced techniques/processes/skills. • Reflects on skill acquisition and application. • Justifies application of skills/methods. • Makes judgements about risks and limitations of techniques/processes. • Innovates or generates new techniques/processes for new situations. • Shows relationship with p and m criteria.

Grading domain 3	Indicative characteristics – Merit	Indicative characteristics – Distinction
<p>Personal development for occupational roles</p> <p>(Any learning outcome stem)</p>	<ul style="list-style-type: none"> • Takes responsibility in planning and undertaking activities. • Reviews own development needs. • Finds and uses relevant information sources. • Acts within a given work-related context showing understanding of responsibilities. • Identifies responsibilities of employers to the community and the environment. • Applies qualities related to the vocational sector. • Internalises skills/attributes (creating confidence). 	<ul style="list-style-type: none"> • Manages self to achieve outcomes successfully. • Plans for own learning and development through the activities. • Analyses and manipulates information to draw conclusions. • Applies initiative appropriately. • Assesses how different work-related contexts or constraints would change performance. • Reacts positively to changing work-related contexts. • Operates ethically in work-related environments. • Takes decisions related to work contexts. • Applies divergent and lateral thinking in work-related contexts. • Understands interdependence.

Grading domain 4	Indicative characteristics – Merit	Indicative characteristics – Distinction
<p>Application of generic skills (Any learning outcome stem)</p>	<ul style="list-style-type: none"> • Communicates effectively using appropriate behavioural and language registers. • Communicates with clarity and influence. • Makes judgements in contexts with explanations. • Explains how to contribute within a team. • Demonstrates positive contribution to team(s). • Makes adjustments to meet the needs/expectations of others (negotiation skills). • Selects and justifies solutions for specified problems. 	<ul style="list-style-type: none"> • Presents self and communicates information to meet the needs of a variety of audience. • Identifies strategies for communication. • Shows innovative approaches to dealing with individuals and groups. • Takes decisions in contexts with justifications. • Produces outputs subject to time/resource constraints. • Reflects on own contribution to working within a team. • Generates new or alternative solutions to specified problems. • Explores entrepreneurial attributes.

Annexe C

Key skills

All BTEC National qualifications include mapping and/or signposting of key skills. These are transferable skills, which play an essential role in developing personal effectiveness for adult and working life and in the application of specific vocational skills.

In each unit the opportunities for the generation of evidence for key skills are signposted. These are indicative links only. Tutors will need to become familiar with key skills specifications and their evidence requirements and they are advised not to rely on the signposting in the units when presenting key skills evidence for moderation. Centres should refer to the QCA website (www.qca.org.uk) for the latest key skills standards.

Key skills provide a foundation for continual learning. They enable and empower individuals who inevitably face a series of choices in work, education and training throughout their lives. Current and future initiatives such as learndirect, lifelong learning and widening participation all require a more flexible population in the workplace and key skills play a role in setting the framework.

Learners need the chance to show current and future employers that they can:

- communicate effectively, in a variety of situations, using a wide range of techniques
- work well with others – individuals or teams – so that work can be properly planned and targets met
- manage their own development, so that they are always ready to take on the challenges of change and diversification
- use number, not just within routine tasks and functions but to help them be more effective and efficient in all they do
- use ICT in a range of applications to support all aspects of their role
- solve problems in a variety of circumstances.

Key skills mapping – summary of opportunities suggested in each unit

Key skills	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6	Unit 7	Unit 8	Unit 9	Unit 10
N3.1		✓								
N3.2		✓								
N3.3		✓								
C3.1a	✓	✓	✓	✓	✓	✓	✓		✓	✓
C3.1b	✓	✓	✓	✓	✓	✓	✓			✓
C3.2		✓	✓	✓	✓	✓	✓		✓	✓
C3.3	✓	✓	✓	✓	✓	✓			✓	✓
ICT3.1		✓	✓	✓	✓		✓			✓
ICT3.2		✓	✓	✓	✓					
ICT3.3		✓	✓	✓	✓					
LP3.1	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
LP3.2	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
LP3.3	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
PS3.1	✓	✓	✓	✓		✓	✓	✓	✓	
PS3.2	✓	✓	✓	✓		✓	✓	✓	✓	
PS3.3	✓	✓	✓	✓		✓	✓	✓	✓	
WO3.1	✓	✓	✓	✓			✓	✓	✓	
WO3.2	✓	✓	✓	✓			✓	✓	✓	
WO3.3	✓	✓	✓	✓			✓	✓	✓	

Key skills	Unit 11	Unit 12	Unit 13	Unit 14	Unit 15	Unit 16	Unit 17	Unit 18	Unit 19	Unit 20
N3.1	✓		✓	✓					✓	✓
N3.2	✓	✓	✓	✓						✓
N3.3	✓		✓	✓					✓	✓
C3.1a	✓	✓	✓	✓	✓		✓	✓	✓	✓
C3.1b	✓	✓	✓	✓	✓		✓	✓	✓	✓
C3.2	✓	✓	✓	✓	✓		✓	✓	✓	✓
C3.3	✓	✓	✓	✓			✓	✓	✓	✓
ICT3.1	✓	✓	✓	✓	✓		✓		✓	✓
ICT3.2	✓		✓	✓	✓		✓	✓	✓	✓
ICT3.3	✓	✓	✓	✓	✓		✓	✓		✓
LP3.1	✓	✓	✓	✓	✓	✓			✓	✓
LP3.2	✓	✓	✓	✓	✓	✓			✓	✓
LP3.3	✓	✓	✓	✓	✓	✓			✓	✓
PS3.1	✓	✓	✓	✓				✓	✓	✓
PS3.2	✓	✓	✓	✓				✓	✓	✓
PS3.3	✓	✓	✓	✓					✓	✓
WO3.1		✓	✓	✓		✓		✓	✓	
WO3.2		✓	✓	✓		✓			✓	
WO3.3		✓	✓	✓		✓		✓	✓	

Key skills	Unit 21	Unit 22	Unit 23	Unit 24	Unit 25	Unit 26	Unit 27	Unit 28	Unit 29	Unit 30
N3.1				✓	✓			✓		✓
N3.2					✓			✓	✓	
N3.3					✓			✓		
C3.1a	✓		✓	✓	✓	✓	✓	✓	✓	✓
C3.1b				✓	✓		✓	✓	✓	✓
C3.2				✓	✓		✓	✓	✓	
C3.3					✓			✓	✓	✓
ICT3.1				✓	✓		✓	✓	✓	✓
ICT3.2					✓		✓	✓		✓
ICT3.3					✓		✓	✓	✓	✓
LP3.1	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
LP3.2	✓	✓	✓		✓	✓	✓	✓	✓	✓
LP3.3	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
PS3.1	✓		✓		✓	✓		✓	✓	✓
PS3.2	✓		✓		✓	✓		✓	✓	✓
PS3.3	✓		✓		✓	✓		✓	✓	✓
WO3.1	✓	✓	✓	✓	✓	✓		✓	✓	
WO3.2	✓	✓	✓		✓	✓		✓	✓	
WO3.3	✓	✓	✓		✓	✓		✓	✓	

Key skills	Unit 31	Unit 32	Unit 33	Unit 34	Unit 35	Unit 36	Unit 37	Unit 38	Unit 39	Unit 40
N3.1	✓						✓			
N3.2	✓						✓		✓	
N3.3	✓						✓			
C3.1a	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
C3.1b	✓	✓		✓	✓	✓	✓	✓	✓	✓
C3.2	✓	✓		✓	✓	✓	✓	✓	✓	✓
C3.3	✓	✓		✓	✓	✓	✓	✓	✓	✓
ICT3.1	✓	✓		✓	✓	✓		✓	✓	
ICT3.2	✓	✓		✓	✓	✓		✓	✓	
ICT3.3	✓	✓		✓	✓	✓		✓	✓	
LP3.1	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
LP3.2	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
LP3.3	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
PS3.1	✓		✓	✓	✓		✓	✓	✓	
PS3.2	✓		✓	✓	✓		✓	✓	✓	
PS3.3	✓		✓	✓	✓		✓	✓	✓	
WO3.1	✓		✓	✓	✓		✓		✓	
WO3.2	✓		✓	✓	✓		✓		✓	
WO3.3	✓		✓	✓	✓		✓		✓	

Key skills	Unit 41	Unit 42	Unit 43	Unit 44	Unit 45	Unit 46	Unit 47	Unit 48	Unit 49	Unit 50
N3.1			✓				✓		✓	✓
N3.2	✓		✓			✓	✓	✓	✓	✓
N3.3			✓				✓		✓	
C3.1a		✓	✓	✓	✓	✓	✓	✓	✓	✓
C3.1b	✓	✓	✓	✓		✓	✓	✓	✓	✓
C3.2	✓	✓	✓	✓		✓	✓	✓	✓	✓
C3.3		✓	✓	✓		✓	✓	✓	✓	✓
ICT3.1		✓	✓	✓		✓	✓	✓	✓	✓
ICT3.2		✓	✓	✓		✓	✓	✓	✓	✓
ICT3.3		✓	✓	✓		✓	✓	✓	✓	✓
LP3.1	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
LP3.2		✓	✓	✓	✓	✓	✓	✓	✓	✓
LP3.3		✓	✓	✓	✓	✓	✓	✓	✓	✓
PS3.1		✓	✓	✓		✓	✓	✓	✓	✓
PS3.2		✓	✓	✓		✓	✓	✓	✓	✓
PS3.3		✓	✓	✓		✓	✓	✓	✓	✓
WO3.1	✓		✓	✓	✓	✓	✓	✓	✓	✓
WO3.2			✓	✓	✓	✓	✓	✓	✓	✓
WO3.3			✓	✓	✓	✓	✓	✓	✓	✓

Key skills	Unit 51	Unit 52	Unit 53	Unit 54	Unit 55	Unit 56	Unit 57	Unit 58	Unit 59	Unit 60
N3.1	✓	✓								
N3.2	✓	✓								
N3.3	✓	✓								
C3.1a	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
C3.1b	✓	✓		✓	✓	✓			✓	✓
C3.2	✓	✓		✓	✓	✓				
C3.3	✓	✓		✓	✓	✓				
ICT3.1				✓						
ICT3.2	✓	✓		✓						
ICT3.3		✓		✓						
LP3.1	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
LP3.2	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
LP3.3	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
PS3.1	✓	✓							✓	✓
PS3.2	✓	✓							✓	✓
PS3.3	✓	✓							✓	✓
WO3.1	✓	✓	✓						✓	
WO3.2	✓	✓	✓						✓	
WO3.3	✓	✓	✓						✓	

Key skills	Unit 61	Unit 62	Unit 63	Unit 64	Unit 65	Unit 66	Unit 67	Unit 68	Unit 69	Unit 70
N3.1		✓		✓			✓	✓		
N3.2		✓		✓	✓		✓	✓		
N3.3				✓				✓		
C3.1a	✓	✓	✓	✓		✓	✓	✓	✓	✓
C3.1b	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
C3.2	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
C3.3	✓	✓		✓		✓	✓	✓	✓	✓
ICT3.1	✓	✓		✓			✓	✓	✓	
ICT3.2	✓	✓		✓			✓	✓	✓	
ICT3.3	✓	✓		✓			✓	✓	✓	
LP3.1	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
LP3.2	✓	✓	✓	✓		✓	✓	✓	✓	✓
LP3.3	✓	✓	✓	✓		✓	✓	✓	✓	✓
PS3.1	✓	✓		✓			✓	✓		
PS3.2	✓	✓		✓			✓	✓		
PS3.3	✓	✓		✓			✓	✓		
WO3.1	✓	✓		✓				✓		
WO3.2	✓	✓		✓				✓		
WO3.3	✓	✓		✓				✓		

Key skills	Unit 71	Unit 72	Unit 73	Unit 74	Unit 75	Unit 76	Unit 77	Unit 78	Unit 79	Unit 80
N3.1				✓	✓	✓	✓		✓	✓
N3.2				✓	✓	✓	✓		✓	✓
N3.3						✓	✓		✓	✓
C3.1a	✓	✓	✓	✓	✓	✓	✓	✓		✓
C3.1b	✓	✓	✓	✓	✓	✓	✓	✓		✓
C3.2	✓	✓	✓	✓		✓	✓	✓		✓
C3.3	✓	✓	✓	✓	✓	✓	✓	✓		✓
ICT3.1	✓			✓	✓	✓	✓		✓	✓
ICT3.2	✓			✓	✓	✓	✓		✓	
ICT3.3	✓			✓	✓	✓	✓		✓	✓
LP3.1	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
LP3.2	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
LP3.3	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
PS3.1	✓			✓	✓	✓	✓	✓	✓	✓
PS3.2	✓			✓	✓	✓	✓	✓	✓	✓
PS3.3	✓			✓	✓	✓	✓	✓	✓	✓
WO3.1	✓			✓	✓	✓	✓			
WO3.2	✓			✓	✓	✓	✓			
WO3.3	✓			✓	✓	✓	✓			

Key skills	Unit 81	Unit 82	Unit 83	Unit 84	Unit 85	Unit 86	Unit 87	Unit 88	Unit 89	Unit 90
N3.1	✓	✓				✓			✓	
N3.2	✓	✓				✓			✓	
N3.3	✓					✓			✓	
C3.1a	✓		✓	✓	✓	✓	✓	✓	✓	✓
C3.1b	✓	✓	✓	✓	✓		✓	✓	✓	
C3.2	✓		✓	✓	✓		✓	✓	✓	
C3.3	✓		✓	✓	✓		✓	✓	✓	
ICT3.1	✓	✓	✓			✓	✓		✓	
ICT3.2	✓	✓	✓			✓	✓		✓	
ICT3.3	✓	✓	✓			✓	✓		✓	
LP3.1	✓		✓		✓		✓	✓	✓	✓
LP3.2	✓	✓	✓		✓	✓	✓	✓	✓	✓
LP3.3	✓	✓	✓		✓	✓	✓	✓	✓	✓
PS3.1		✓	✓		✓	✓		✓	✓	✓
PS3.2		✓	✓		✓	✓		✓	✓	✓
PS3.3			✓		✓			✓	✓	✓
WO3.1		✓	✓			✓			✓	
WO3.2		✓	✓			✓			✓	
WO3.3		✓	✓			✓			✓	

Key skills	Unit 91	Unit 92	Unit 93	Unit 94	Unit 95	Unit 96	Unit 97	Unit 98	Unit 99	Unit 100
N3.1	✓	✓				✓				✓
N3.2	✓	✓				✓				✓
N3.3	✓	✓				✓				✓
C3.1a	✓	✓				✓	✓	✓	✓	✓
C3.1b	✓	✓				✓	✓	✓		✓
C3.2	✓	✓		✓	✓	✓	✓	✓		✓
C3.3	✓	✓		✓		✓	✓	✓		✓
ICT3.1	✓	✓		✓	✓	✓		✓		✓
ICT3.2	✓	✓			✓	✓		✓		✓
ICT3.3	✓	✓				✓		✓		✓
LP3.1	✓	✓				✓	✓	✓	✓	✓
LP3.2	✓	✓				✓	✓	✓	✓	✓
LP3.3	✓	✓				✓	✓	✓	✓	✓
PS3.1	✓	✓	✓			✓	✓	✓		✓
PS3.2	✓	✓				✓	✓	✓		✓
PS3.3	✓	✓				✓	✓	✓		✓
WO3.1	✓	✓			✓	✓	✓	✓		✓
WO3.2	✓	✓			✓	✓	✓	✓		✓
WO3.3	✓	✓				✓	✓	✓		✓

Key skills	Unit 101	Unit 102	Unit 103	Unit 104	Unit 105	Unit 106	Unit 107	Unit 108	Unit 109	Unit 110	Unit 111	Unit 112
N3.1	✓		✓			✓		✓	✓			
N3.2	✓		✓			✓		✓	✓			
N3.3	✓							✓	✓			
C3.1a	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
C3.1b	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
C3.2	✓	✓	✓	✓		✓	✓	✓		✓	✓	✓
C3.3	✓	✓	✓			✓	✓			✓	✓	✓
ICT3.1	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
ICT3.2	✓	✓	✓		✓	✓		✓	✓			
ICT3.3	✓	✓	✓	✓	✓	✓	✓	✓	✓		✓	✓
LP3.1	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
LP3.2	✓	✓	✓	✓	✓	✓	✓	✓	✓		✓	✓
LP3.3	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
PS3.1	✓	✓	✓	✓	✓	✓		✓	✓	✓	✓	✓
PS3.2	✓	✓	✓	✓	✓	✓		✓	✓		✓	✓
PS3.3	✓	✓	✓	✓	✓	✓		✓	✓		✓	✓
WO3.1	✓	✓	✓			✓		✓	✓	✓		✓
WO3.2	✓	✓	✓			✓		✓	✓			✓
WO3.3	✓	✓	✓			✓		✓	✓			✓

Key skills	Unit 113	Unit 114	Unit 115	Unit 116	Unit 117	Unit 118	Unit 119	Unit 120	Unit 121	Unit 122	Unit 123	Unit 124	Unit 125
N3.1				✓	✓	✓				✓	✓	✓	✓
N3.2				✓		✓				✓	✓	✓	
N3.3				✓						✓	✓		
C3.1a	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
C3.1b	✓	✓	✓	✓		✓	✓	✓	✓	✓	✓	✓	
C3.2	✓	✓	✓	✓		✓	✓		✓	✓	✓	✓	
C3.3	✓	✓	✓	✓		✓	✓		✓	✓	✓		
ICT3.1	✓	✓	✓	✓		✓	✓	✓	✓	✓	✓		
ICT3.2	✓		✓	✓	✓	✓	✓		✓	✓	✓		
ICT3.3	✓	✓	✓	✓		✓	✓	✓	✓	✓	✓		
LP3.1	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
LP3.2	✓	✓	✓	✓		✓	✓	✓	✓	✓	✓	✓	✓
LP3.3	✓	✓	✓	✓		✓	✓	✓	✓	✓	✓	✓	✓
PS3.1	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓		
PS3.2	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓		
PS3.3	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓		
WO3.1	✓	✓	✓	✓	✓	✓	✓		✓				
WO3.2	✓	✓	✓	✓	✓	✓	✓		✓				
WO3.3	✓	✓	✓	✓		✓	✓		✓				

Annexe D

National Occupational Standards (NOS)

National Occupational Standards (NOS) covered in the BTEC National Awards, Certificates and Diplomas in Art and Design are indicated by name in the *Links to National Occupational Standards, other BTEC units, other BTEC qualifications and other relevant units and qualifications* sections of the individual units. The extent of coverage varies according to the content of the unit. Tutors are advised to consult the NOS listed in the units to see how they can be used in the teaching of that unit.

Annexe E

BTEC Nationals in Art and Design old (specification end date 31/08/2007)/BTEC National in Art and Design new (specification start date 01/09/2007) – unit mapping overview

KEY

P – Partial mapping (Some topics from the old unit appear in the new unit)

F – Full mapping (Topics in old unit match new unit exactly or almost exactly)

X – Full mapping + New (All the topics from the old unit appear in the new unit, but new unit also contains new topic(s))

Key to specialist unit designations	
AD	Art and Design
P	Photography
GD	Graphic Design
3D	3D Design
FA	Fine Art
DC	Design Crafts
FC	Fashion and Clothing
T	Textiles
MM	Multimedia

NB: This is an approximate guide only. Tutors are strongly advised to compare for themselves those units that correspond to units that they have previously taught and which they intend to continue teaching.

New unit		Old unit	Match
1	Visual Recording in Art and Design	1	F
2	Materials, Techniques and Processes in Art and Design	3	F
3	Ideas and Concepts in Art and Design	4	F
4	Visual Communication in Art and Design	5	F
5	Contextual Influences in Art and Design	2	F
6	Application, Exploration and Realisation in Art and Design (120)	6,7,8	P
7	Design Methods in Art and Design	9 (AD)	F
8	Design Principles in Art and Design	10 (3D)	F
9	Professional Practice in Art and Design	10 (AD)	F
10	Personal and Professional Development in Art and Design	26 (3D)	F
11	Freelance Work in Art and Design	26 (FA)	F
12	Computers in Art and Design	11 (AD)	F
13	Art and Design Specialist Contextual Investigation	12 (AD)	F
14	Community Art	22 (3D)	F
15	Photography Media, Techniques and Technology	16 (AD)	P
16	Darkroom Practice	12 (P)	F
17	Understanding Video Technology	-	-
18	Film and Video Editing Techniques	-	-
19	Producing Video Installation Work	-	-
20	Photographic Studio Techniques	23 (P)	F
21	Darkroom Applications	16 (P)	F
22	Commercial Photographic Laboratory Operations	17 (P)	F
23	Location Photography	21 (P)	F
24	Specialist Location Photography	22 (P)	F
25	Pre-production Techniques for the Media Industries	-	-
26	Photography Location Techniques	13 (P)	F
27	Experimental Imagery in Photography	18 (AD)	F
28	Lens-based Image Making	-	-
29	Image Manipulation Computer Applications	24 (FA)	F
30	3D Computer Modelling	27 (AD)	F
31	2D Animation Production	-	-
32	Desktop Publishing Computer Applications	14 (GD)	F
33	Type and Letter Forms	12 (GD)	F

New unit		Old unit	Match
34	Typographic Design	13 (GD)	F
35	Words and Images in Graphic Design	15 (GD)	F
36	Graphic Image Making	16 (GD)	F
37	Information Graphics	17 (GD)	F
38	Human-computer Interfaces	-	-
39	Website Design	19 (GD)	F
40	Graphics Media, Techniques and Technology	13 (AD)	F
41	Mixed Media Image Making	21 (GD)	F
42	Design for Advertising	23 (GD)	F
43	Graphics for 3D Applications	24 (GD)	F
44	Narrative Image Making	22 (GD)	F
45	Digital Storytelling	-	-
46	3D Design, Media, Techniques and Technology	13 (3D)	F
47	Small-scale Working	14 (3D)	F
48	Small-scale Design	15 (3D)	F
49	Human-scale Working	16 (3D)	F
50	Human-scale Design	17 (3D)	F
51	Large-scale Working	18 (3D)	F
52	Large-scale Design	19 (3D)	F
53	Design for Moving Parts	20, 21 (3D)	P
54	Exploring Specialist Techniques	24 (3D)	F
55	Extending Specialist Techniques	25 (3D)	F
56	Generating Fine Art Ideas	9 (FA)	F
57	Fine Art Principles	10 (FA)	F
58	Developing and Realising Fine Art Ideas	11 (FA)	F
59	Multi-disciplinary Work in Fine Art	13 (FA)	F
60	Painting in Fine Art	15 (FA)	F
61	Printmaking	16 (FA)	F
62	Sculpture	17 (FA)	F
63	Exploring Specialist Ceramic Techniques	18 (FA)	F
64	Public Art	20 (FA)	F
65	Specialist Illustration Computer Applications	23 (FA)	F

New unit		Old unit	Match
66	Developing and Realising Design Craft Ideas	14 (DC)	F
67	Exploring Resistant Materials	15 (DC)	F
68	Extending Resistant Materials	16 (DC)	F
69	Exploring Non-resistant Materials	17 (DC)	F
70	Extending Non-resistant Materials	18 (DC)	F
71	Exploring Specialist Textile Techniques	19 (DC)	F
72	Extending Specialist Textile Techniques	20 (DC)	F
73	Extending Specialist Ceramic Techniques	-	-
74	Exploring Specialist Glass Techniques	-	-
75	Extending Specialist Glass Techniques	-	-
76	Exploring Specialist Metal and Jewellery Techniques	-	-
77	Extending Specialist Metal and Jewellery Techniques	-	-
78	Fashion Media, Techniques and Technology	-	-
79	Pattern Construction for Fashion and Clothing	13 (FC)	F
80	Pattern Development for Fashion and Clothing	18 (FC)	F
81	Pattern Grading for Fashion and Clothing	19 (FC)	F
82	Production Techniques for Fashion and Clothing	14 (FC)	F
83	CAD/CAM for the Fashion Industry	15 (FC)	F
84	Fashion Marketing	16 (FC)	F
85	Fashion Visualisation	17 (FC)	F
86	Garment and Accessory Production	20 (FC)	F
87	Computer Applications in Fashion	21 (FC)	F
88	Fashion Presentation Techniques	22 (FC)	F
89	Fashion Promotion	23 (FC)	F
90	Surface Pattern for Fashion and Clothing	26 (FC)	F
91	Pattern Repeat for Fashion and Clothing	27 (FC)	F
92	Printed Textiles for Fashion and Clothing	28 (FC)	F
93	Developing Costume Design	-	-
94	Basic Makeup Design and Application	-	-
95	Hair Styling and Dressing for Performers	-	-
96	Papermaking and Printmaking in Textiles	15 (T)	F
97	Fabric Manipulation	16 (T)	F
98	Feltmaking and Felting	17 (T)	F

New unit		Old unit	Match
99	Textile Installation	20 (T)	F
100	Woven Textiles	21 (T)	F
101	Knitted Textiles	22 (T)	F
102	Embroidered Textiles	23 (T)	F
103	3D Sculptural Textiles	24 (T)	F
104	Interactive Media Authoring	-	-
105	Interactive Media Practices	-	-
106	Principles of Software Design and Development	-	-
107	Factual Writing in Art and Design	20 (MM)	F
108	Introduction to Music Technology	-	-
109	Audio Production Processes and Techniques	-	-
110	Sound in Interactive Media	-	-
111	Video Production for Interactive Media	-	-
112	Computer Game Engines	-	-
113	Computer Game Design	-	-
114	Sound for Computer Games	-	-
115	Computer Game Story Development	-	-
116	Stop Motion Animation Production	-	-
117	Soundtrack Production for Television and Film	-	-
118	Single Camera Techniques	-	-
119	Drawing Concept Art for Computer Games	-	-
120	Web Animation for Interactive Media	-	-
121	3D Animation	-	-
122	Studio Photography	23 (P)	F
123	Specialist Studio Photography	24 (P)	F
124	Digital Image Capture and Editing	18 (P)	F
125	Presenting Fine Art Work	21 (FA)	F

Annexe F

Wider curriculum mapping

Study of the Edexcel Level 3 BTEC Nationals in Art and Design give learners opportunities to develop an understanding of spiritual, moral, ethical, social and cultural issues as well as an awareness of environmental issues, European developments, health and safety considerations and equal opportunities issues.

The Edexcel Level 3 BTEC Nationals in Art and Design make a positive contribution to wider curricular areas as appropriate.

Spiritual, moral, ethical, social and cultural issues

The specification contributes to an understanding of:

- spiritual issues – the production of art and design artefacts or products is not inherently a spiritual activity, and should not be taught from the perspective of a particular spiritual belief or set of beliefs. Individual production practice, however, may be informed by the spiritual beliefs of the practitioner
- moral and ethical issues – learners should be brought to appreciate the need to take responsibility for their own actions and those of others when making art and design artefacts/products, and to recognise the possible effects of their work upon others. Learners should also be introduced to the codes of professional practice relevant to the medium (or media) within which their programme is contextualised
- social and cultural issues – art and design is embedded within the social and cultural; a BTEC National Award, National Certificate or National Diploma programme should therefore seek to develop the learner's understanding of the wider cultural and ideological issues relating to the art and design industries. Learners should be introduced to, for example, issues such as the positive role of art and design as a mechanism for learning and socialisation when it acts as a vehicle for campaigning on social and moral issues and circulating discussions relating to race, gender, and cultural differences. Learners should also begin to think about the possible negative effects in such areas as ownership, control and corporate domination, bias, representation of minorities, propaganda, and cultural imperialism. Questions around the effects of art and design on society – in relation to advertising and consumerism, or the depiction of violence, for example – could also be considered.

Environmental issues

Environmental issues can be brought into the programme if learners wish to use them as a starting point for their own work or wish to study the work of other artists, designers or craftworkers who use it as subject matter in their work. Learners should be made aware of the possibilities of using sustainable resources. This may relate to the use of bio-degradable materials for the production of ephemeral works.

European developments

There are opportunities within this specification to undertake work with a European dimension even though it is taught in a UK context. This could be done through investigating the work of European artists, craftworkers and designers or producing original work with a European focus.

Health and safety considerations

As the Edexcel Level 3 BTEC Nationals in Art and Design are practically based, health and safety issues are encountered throughout the qualification and health and safety factors will play a major part in the development of skills. The practice and implementation of safe working practices is required in all of the units that involve practical activity. Learners will develop awareness of the safety of others as well as themselves in all practical activities and will be expected to observe safe working practices at all times when in a studio or workshop environment. Learners should be made aware of the requirements for handling heavy objects, electrical and electronic equipment, and the legislation governing time spent working with VDUs. There is a requirement for learners to be aware of the necessity for compliance with public safety and local by-laws when working off the centre's premises.

Equal opportunities issues

Equal opportunities issues are implicit throughout the Edexcel Level 3 BTEC Nationals in Art and Design.

Wider curriculum mapping

	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6	Unit 7	Unit 8	Unit 9	Unit 10
Spiritual issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Moral and ethical issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Social and cultural issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Environmental issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
European developments	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Health and safety considerations	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Equal opportunities issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

	Unit 11	Unit 12	Unit 13	Unit 14	Unit 15	Unit 16	Unit 17	Unit 18	Unit 19	Unit 20
Spiritual issues	✓	✓	✓	✓	✓					
Moral and ethical issues	✓	✓	✓	✓	✓			✓	✓	✓
Social and cultural issues	✓	✓	✓	✓	✓	✓		✓	✓	✓
Environmental issues	✓	✓	✓	✓	✓	✓		✓	✓	✓
European developments	✓	✓	✓	✓	✓	✓		✓	✓	✓
Health and safety considerations	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Equal opportunities issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

	Unit 21	Unit 22	Unit 23	Unit 24	Unit 25	Unit 26	Unit 27	Unit 28	Unit 29	Unit 30
Spiritual issues			✓	✓		✓	✓	✓	✓	✓
Moral and ethical issues		✓	✓	✓		✓	✓	✓	✓	✓
Social and cultural issues	✓	✓	✓	✓		✓	✓	✓	✓	✓
Environmental issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
European developments	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Health and safety considerations	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Equal opportunities issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

	Unit 31	Unit 32	Unit 33	Unit 34	Unit 35	Unit 36	Unit 37	Unit 38	Unit 39	Unit 40
Spiritual issues		✓	✓	✓	✓	✓	✓		✓	
Moral and ethical issues	✓	✓	✓	✓	✓	✓	✓		✓	✓
Social and cultural issues	✓	✓	✓	✓	✓	✓	✓		✓	✓
Environmental issues	✓	✓	✓	✓	✓	✓	✓		✓	✓
European developments	✓	✓	✓	✓	✓	✓	✓		✓	✓
Health and safety considerations	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Equal opportunities issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

	Unit 41	Unit 42	Unit 43	Unit 44	Unit 45	Unit 46	Unit 47	Unit 48	Unit 49	Unit 50
Spiritual issues	✓	✓	✓	✓	✓		✓	✓	✓	✓
Moral and ethical issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Social and cultural issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Environmental issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
European developments	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Health and safety considerations	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Equal opportunities issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

	Unit 51	Unit 52	Unit 53	Unit 54	Unit 55	Unit 56	Unit 57	Unit 58	Unit 59	Unit 60
Spiritual issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Moral and ethical issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Social and cultural issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Environmental issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
European developments	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Health and safety considerations	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Equal opportunities issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

	Unit 61	Unit 62	Unit 63	Unit 64	Unit 65	Unit 66	Unit 67	Unit 68	Unit 69	Unit 70
Spiritual issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Moral and ethical issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Social and cultural issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Environmental issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
European developments	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Health and safety considerations	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Equal opportunities issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

	Unit 71	Unit 72	Unit 73	Unit 74	Unit 75	Unit 76	Unit 77	Unit 78	Unit 79	Unit 80
Spiritual issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Moral and ethical issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Social and cultural issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Environmental issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
European developments	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Health and safety considerations	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Equal opportunities issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

	Unit 81	Unit 82	Unit 83	Unit 84	Unit 85	Unit 86	Unit 87	Unit 88	Unit 89	Unit 90
Spiritual issues				✓	✓	✓		✓	✓	✓
Moral and ethical issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Social and cultural issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Environmental issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
European developments	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Health and safety considerations	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Equal opportunities issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

	Unit 91	Unit 92	Unit 93	Unit 94	Unit 95	Unit 96	Unit 97	Unit 98	Unit 99	Unit 100
Spiritual issues	✓	✓	✓		✓	✓	✓	✓	✓	✓
Moral and ethical issues	✓	✓	✓		✓	✓	✓	✓	✓	✓
Social and cultural issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Environmental issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
European developments	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Health and safety considerations	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Equal opportunities issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

	Unit 101	Unit 102	Unit 103	Unit 104	Unit 105	Unit 106	Unit 107	Unit 108	Unit 109	Unit 110	Unit 111	Unit 112	Unit 113
Spiritual issues	✓	✓	✓										
Moral and ethical issues	✓	✓	✓	✓	✓		✓				✓		✓
Social and cultural issues	✓	✓	✓	✓	✓		✓				✓		✓
Environmental issues	✓	✓	✓	✓	✓		✓				✓		✓
European developments	✓	✓	✓	✓	✓		✓				✓		✓
Health and safety considerations	✓	✓	✓	✓	✓		✓	✓	✓	✓	✓	✓	✓
Equal opportunities issues	✓	✓	✓	✓	✓		✓	✓	✓	✓	✓	✓	✓

	Unit 114	Unit 115	Unit 116	Unit 117	Unit 118	Unit 119	Unit 120	Unit 121	Unit 122	Unit 123	Unit 124	Unit 125
Spiritual issues											✓	✓
Moral and ethical issues		✓	✓			✓	✓	✓	✓	✓	✓	✓
Social and cultural issues		✓	✓			✓	✓	✓	✓	✓	✓	✓
Environmental issues		✓	✓			✓	✓	✓	✓	✓	✓	✓
European developments		✓	✓			✓	✓	✓	✓	✓	✓	✓
Health and safety considerations	✓		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Equal opportunities issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

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