



# Specification

**BTEC Nationals**

**Edexcel BTEC Level 3 Certificate, BTEC Level 3 Subsidiary Diploma, BTEC Level 3 Diploma and BTEC Level 3 Extended Diploma in Art and Design (QCF)**

**For first teaching September 2010**

**January 2010**



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# **BTEC National qualification titles covered by this specification**

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**Edexcel BTEC Level 3 Certificate in Art and Design**

**Edexcel BTEC Level 3 Subsidiary Diploma in Art and Design**

**Edexcel BTEC Level 3 Diploma in Art and Design**

**Edexcel BTEC Level 3 Extended Diploma in Art and Design**

These qualifications have been accredited to the Qualifications and Credit Framework (QCF) and are eligible for public funding as determined by the Department for Children, Schools and Families (DCSF) under Sections 96 and 97 of the Learning and Skills Act 2000.

The qualification titles listed above feature in the funding lists published annually by the DCSF and the regularly updated website [www.dcsf.gov.uk/](http://www.dcsf.gov.uk/). The QCF Qualifications Accreditation Number (QAN) should be used by centres when they wish to seek public funding for their learners. Each unit within a qualification will also have a QCF unit code.

The QCF qualification and unit codes will appear on learners' final certification documentation.

The QANs for the qualifications in this publication are:

Edexcel BTEC Level 3 Certificate in Art and Design (QCF)	500/7333/3
Edexcel BTEC Level 3 Subsidiary Diploma in Art and Design (QCF)	500/7144/0
Edexcel BTEC Level 3 Diploma in Art and Design (QCF)	500/7298/5
Edexcel BTEC Level 3 Extended Diploma in Art and Design (QCF)	500/7566/4

These qualification titles will appear on learners' certificates. Learners need to be made aware of this when they are recruited by the centre and registered with Edexcel.

# What are BTEC Nationals?

BTEC National qualifications are undertaken in further education and sixth-form colleges, schools and other training providers, and have been since they were introduced in 1984. Their purpose, approaches to teaching, learning and assessment are established and understood by teaching professionals, employers and learners alike.

The BTEC National qualifications within this specification have been revised to fit the new Qualifications and Credit Framework (QCF). As such the revised titles are:

- Edexcel BTEC Level 3 Certificate in Art and Design
- Edexcel BTEC Level 3 Subsidiary Diploma in Art and Design
- Edexcel BTEC Level 3 Diploma in Art and Design
- Edexcel BTEC Level 3 Extended Diploma in Art and Design.

But for clarity and continuity they are referred to within this specification and generically as BTEC National qualifications, where appropriate. They maintain the same equivalences, benchmarks and other articulations (for example SCAAT points, UCAS Tariff points) as their predecessor qualifications. The following identifies the titling conventions and variations between the 'old' (NQF) and 'new' (QCF) specifications:

<b>Predecessor BTEC Nationals (accredited 2007)</b>	<b>QCF BTEC Nationals (for delivery from September 2010)</b>
Not applicable	Edexcel BTEC Level 3 Certificate
Edexcel Level 3 BTEC National Award	Edexcel BTEC Level 3 Subsidiary Diploma
Edexcel Level 3 BTEC National Certificate	Edexcel BTEC Level 3 Diploma
Edexcel Level 3 BTEC National Diploma	Edexcel BTEC Level 3 Extended Diploma

BTEC Nationals are QCF Level 3 qualifications designed to provide highly specialist work-related qualifications in a range of vocational sectors. They give learners the knowledge, understanding and skills that they need to prepare for employment. The qualifications also provide career development opportunities for those already in work, and through articulation to higher education, degree and professional development programmes provide progression opportunities within the same cognate or related areas of study within universities and other institutions. BTEC Nationals accredit the achievement for courses and programmes of study for full-time or part-time learners in schools, colleges and other training provider organisations.

BTEC Nationals provide much of the underpinning knowledge and understanding for the National Occupational Standards for the sector, where these are appropriate. They are supported by the relevant Sector Skills Councils (SSCs) and/or Standards Setting Bodies (SSBs). Certain BTEC Nationals are recognised as Technical Certificates and form part of the Apprenticeship Framework. They attract UCAS points that equate to similar-sized general qualifications within education institutions within the UK.

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

It should be noted that the titling conventions for the revised QCF versions of the BTEC Firsts have also changed; see within the relevant BTEC First specifications on the website ([www.edexcel.com](http://www.edexcel.com)).

The QCF is a framework which awards credit for qualifications and units and aims to present qualifications in a way that is easy to understand and measure. It enables learners to gain qualifications at their own pace along flexible routes.

There are three sizes of qualifications in the QCF:

- Awards (1 to 12 credits)
- Certificates (13 to 36 credits)
- Diplomas (37 credits and above).

Every unit and qualification in the framework will have a credit value.

The credit value of a unit specifies the number of credits that will be awarded to a learner who has achieved the learning outcomes of the unit.

The credit value of a unit is based on:

- one credit for those learning outcomes achievable in 10 hours of learning
- learning time is defined as the time taken by learners at the level of the unit, on average, to complete the learning outcomes of the unit to the standard determined by the assessment criteria
- the credit value of the unit will remain constant in all contexts, regardless of the assessment method used for the qualification(s) to which it contributes.

Learning time should address all learning (including assessment) relevant to the learning outcomes, regardless of where, when and how the learning has taken place.

### **Edexcel BTEC Level 3 Certificate – 30 credits**

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The 30-credit BTEC Level 3 Certificate offers a specialist qualification that focuses on particular aspects of employment within the appropriate vocational sector. The BTEC Level 3 Certificate is a qualification which can extend a learner's programme of study and give vocational emphasis. The BTEC Level 3 Certificate is broadly equivalent to one GCE AS Level.

The BTEC Level 3 Certificate is also suitable for more mature learners, who wish to follow a vocational programme of study as part of their continued professional development or who want to move to a different area of employment.

### **Edexcel BTEC Level 3 Subsidiary Diploma – 60 credits**

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The 60-credit BTEC Level 3 Subsidiary Diploma extends the specialist work-related focus from the BTEC Level 3 Certificate and covers the key knowledge and practical skills required in the appropriate vocational sector. The BTEC Level 3 Subsidiary Diploma offers greater flexibility and a choice of emphasis through the optional units. It is broadly equivalent to one GCE A Level.

The BTEC Level 3 Subsidiary Diploma 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 general qualifications such as GCE AS Levels, additional specialist learning (for example through another BTEC qualification) or a complementary NVQ. These learning programmes can be developed to allow learners to study related and complementary qualifications without duplication of content.

For adult learners the BTEC Level 3 Subsidiary Diploma can extend their experience of work in a particular sector. It may also be a suitable qualification for those wishing to change career or move into a particular area of employment following a career break.

The predecessor qualification to the BTEC Level 3 Subsidiary Diploma is the Edexcel Level 3 BTEC National Award accredited onto the National Qualifications Framework, which has the same equivalences, overall size and focus as the revised QCF-accredited qualification.

## Edexcel BTEC Level 3 Diploma – 120 credits

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The 120-credit BTEC Level 3 Diploma broadens and expands the specialist work-related focus from the BTEC Level 3 Subsidiary Diploma. There is potential for the qualification to prepare learners for employment in the appropriate vocational sector and it is suitable for those who have decided that they wish to enter a particular area of work. It is broadly equivalent to two GCE A Levels.

Some learners may wish to gain the qualification in order to enter a specialist area of employment or to progress to a Level 3 programme. Other learners may want to extend the specialism they studied on the BTEC Level 3 Certificate or the BTEC Level 3 Subsidiary Diploma programme.

The predecessor qualification to the BTEC Level 3 Diploma is the Edexcel Level 3 BTEC National Certificate accredited onto the National Qualifications Framework, which has the same equivalences, overall size and focus to the revised QCF-accredited qualification.

## Edexcel BTEC Level 3 Extended Diploma – 180 credits

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The 180-credit BTEC Level 3 Extended Diploma extends and deepens the specialist work-related focus from the BTEC Level 3 Diploma. There is potential for the qualification to prepare learners for appropriate direct employment in the vocational sector and it is suitable for those who have decided that they clearly wish to enter a particular specialist area of work. It is broadly equivalent to three GCE A Levels.

Some learners may wish to gain the qualification in order to enter a specialist area of employment or to progress to a higher education foundation degree, HND or other professional development programme. Other learners may want to extend the specialist nature of the subjects they studied on the BTEC Level 3 Diploma or another programme of study.

The predecessor qualification to the BTEC Level 3 Extended Diploma is the Edexcel Level 3 BTEC National Diploma accredited onto the National Qualifications Framework, which has the same equivalences, overall size and focus to the revised QCF-accredited qualification.

## Key features of the BTEC Nationals in Art and Design

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

- give education and training for art and design employees
- give opportunities for art and design employees to achieve a nationally recognised Level 3 vocationally-specific qualification
- give full-time learners the opportunity to enter employment in the art and design sector
- give full-time learners the opportunity to progress to vocational qualifications such as the Edexcel BTEC Higher Nationals in Art and Design
- give full-time learners the opportunity to progress direct to BA Honours Degrees in art and design or gain entry through further study, following the Edexcel Level 3 Foundation Diploma in Art and Design or the Edexcel Level 4 Foundation Diploma in Art and Design
- give learners the opportunity to develop a range of skills and techniques, personal skills and attributes essential for successful performance in working life.

## Rationale for the BTEC Nationals in Art and Design

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The Edexcel BTEC Level 3 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. Maximum choice of units is available in the general art and design qualifications, while the endorsements (3D Design, Fine Arts etc) give recognition to major pathways in this sector
- to increase the flexibility of the Edexcel BTEC Level 3 Extended Diploma in Art and Design in allowing imported units from different qualifications
- to maintain continuity for the qualifications from the National Qualification Framework (NQF) to the Qualification and Credit Framework (QCF)
- to give learners the opportunity to gain an understanding of employment opportunities, job requirements, and working practices in the creative industries
- to allow the application of knowledge and understanding as well as developing critical skill sets, thereby appealing to kinaesthetic learners who may be able to achieve more through contextualised approaches to studying
- to provide ideal possibilities for the development of Personal, Learning and Thinking Skills (PLTS)
- to reflect the emerging sector qualification strategies of CCSkills, Skillset and Skillfast-UK and to address skills gaps identified in these documents. This is evident in the development of new units such as Setting up an Art and Design Studio and in the revisions to existing units
- 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 progression route from BTEC and other qualifications at Levels 1, 2 and 3
- 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 BTEC Level 3 Certificate in Art and Design and the Edexcel BTEC Level 3 Subsidiary Diploma in Art and Design focus on specific sub-sectors of the creative industries and are skills based qualifications. Through the additional mandatory units and optional specialist units the Edexcel BTEC Level 3 Diploma in Art and Design and the Edexcel BTEC Level 3 Extended Diploma in Art and Design extend the vocational emphasis of these qualifications.

## National Occupational Standards

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BTEC Nationals are designed to provide much of the underpinning knowledge and understanding for the National Occupational Standards (NOS), as well as developing practical skills in preparation for work and possible achievement of NVQs in due course. 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.

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 (CCSkills) Sector Skills Council (SSC) NOS were still under development at the time of publication of this document. Draft NOS for Design have been included in this specification. Those units which are common to the Edexcel BTEC Level 3 Nationals in Media Production, relate to Skillset SSC

NOS. Other art and design units that relate to Interactive Media and Photography, also relate to Skillset NOS. 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 Nationals in Art and Design and the Edexcel Level 3 Nationals in IT and is related to the E-Skills SSC NOS for IT users.

The Edexcel BTEC Level 3 Nationals in Art and Design relate to the following NOS:

### **CCSkills Sector Skills Council**

#### **Design** (revisions in draft form June 2009)

- DES1 Apply research on the history and theory of design to your own design activities
- DES2 Apply design industry knowledge to inform your own design work practice and work
- DES3 Use Critical Thinking Techniques in your design work
- DES4 Communicate the importance of the design brief
- DES5 Follow a design process
- DES6 Work effectively with others in a creative environment
- DES7 Contribute to the production of prototypes, models, mock-ups, samples or test pieces
- DES8 Explore the use of colour in a creative environment
- DES9 Research, test and apply techniques for the design of products
- DES10 Create visual designs
- DES11 Provide written information in relation to your design work
- DES12 Make a presentation
- DES14 Explore the history and social impact of creativity and how it can influence your own design work
- DES15 Research and evaluate the nature of design in a specific industry context
- DES18 Interpret the design brief and follow the design process
- DES21 Articulate, present and debate ideas in a creative environment
- DES23 Create 2D Designs using a Computer Aided Design System
- DES24 Create 3D Models using a Computer Aided Design System
- DES28 Developing your own design offer
- DES32 Apply concepts and theories of creativity and innovation to your own design work
- DES36 Develop and extend your design skills and practices
- DES38 Manage design realisation
- DES39 Manage a design project

### **Skillset Sector Skills Council**

#### **Animation**

- ANIM 1 Work Effectively In Animation
- ANIM 2 Manage and Store Assets
- ANIM 8 Create Designs

- ANIM 9 Visualise The Script
- ANIM 10 Edit Timings
- ANIM 11 Create 2D Assets For Production
- ANIM 12 Create 2D Animation
- ANIM 13 Finalise Artwork for 2D Animation
- ANIM 14 Set Up 3D Elements For Animation
- ANIM 15 Create 3D Animation
- ANIM 16 Render 3D Animation
- ANIM 17 Build Characters (Models) for Stop Motion Animation
- ANIM 18 Set Up Lighting and Cameras For Stop Motion Animation
- ANIM 19 Create Stop Motion Animation
- ANIM 21 Create Digital Visual Effects

### **Interactive Media and Computer Games**

- IM1 Work Effectively in Interactive Media
- IM6 Use Authoring Tools to Create Interactive Media Products
- IM9 Provide Creative and Strategic Direction for Interactive Media Projects
- IM16 Plan Content for Web and Multimedia Products
- IM17 Architect Interactive Media Products
- IM20 Design Electronic Games
- IM24 Create 2D Animations for Interactive Media Products
- IM27 Create Sound Effects for Interactive Media Products
- IM28 Create Music for Interactive Media Products

### **Design for the Moving Image**

- DMI 1 Assist With The Technical Design Process
- DMI 3 Contribute To The Production Of Designs Using IT
- DMI 4 Assess The Technical Implications Of The Design Brief
- DMI 5 Allocate Drawing Requirements
- DMI 7 Create Models For Use In Productions
- DMI 30 Create Physical Artwork For Graphic Designs For The Moving Image
- DMI 31 Edit Graphic Sequences To Specification
- DMI 34 Produce Graphic Elements On Electronic Media
- DMI 36 Interpret Graphic Design Requirements

## Photo Imaging

- P1 Store and Retrieve Photographic Equipment and Material
- P2 Organise and Carry Out Photographic Assignments
- P3 Take Standardised Portrait Photographs
- P4 Take Standardised Still-Life Photographs
- P5 Take Specified Photographs
- P6 Conceive and Take Photographs
- P7 Specify and Obtain Processed Images
- C1 Contribute to Effective Performance At Work
- C3 Contribute to The Maintenance of Health, Safety And Security At Work
- C6 Contribute to The Development of The Photo Imaging Brief
- D1 Create Original Artwork for Digital Images
- D2 Carry Out Specified Image Scanning
- D3 Plan and Produce Scanned Images
- D4 Carry Out Specified Image Editing
- D5 Plan and Produce Edited Images
- D6 Prepare for, and Produce, Image Output
- D7 Contribute to the Effectiveness of Imaging Activities
- D8 Send and Receive Image Data Files by Digital Means
- D11 Edit Images Using a Digital Processing Station

## Skillfast-UK Sector Skills Council

### Textiles and Material Design

- HS1 Health, safety and security at work
- D1 Research design information and ideas for textiles and materials using a range of techniques
- D3 Develop design responses for textiles and materials to meet agreed requirements
- D2 Develop and communicate design ideas for textiles and materials
- D4 Contribute to producing detailed designs for textiles and materials
- D5 Contribute to realising design prototypes for textiles and materials
- D6 Contribute to realising final textiles and materials design
- D9 Clarify textile and material design briefs and research information
- D10 Develop alternative textile and material design ideas
- D12 Develop, produce and present design responses
- D13 Plan and manage design work
- D14 Realise design prototypes
- D15 Plan and contribute to the realisation of final textile and material design

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# Rules of combination for Edexcel BTEC Level 3 National qualifications

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The rules of combination specify the:

- total credit value of the qualification
- the minimum credit to be achieved at the level or above the level of the qualification
- the mandatory unit credit
- the optional unit credit
- the maximum credit that can come from other QCF BTEC units.

When combining units for a BTEC National qualification, it is the centre's responsibility to ensure that the following rules of combination are adhered to.

## Edexcel BTEC Level 3 Certificate in Art and Design

- 1 Qualification credit value: a minimum of 30 credits.
- 2 Minimum credit to be achieved at, or above, the level of the qualification: 23 credits.
- 3 Mandatory unit credit: 10 credits.
- 4 Optional unit credit: 20 credits.
- 5 A maximum of 7 optional credits can come from other QCF BTEC units to meet local needs.

## Edexcel BTEC Level 3 Subsidiary Diploma in Art and Design

- 1 Qualification credit value: a minimum of 60 credits.
- 2 Minimum credit to be achieved at, or above, the level of the qualification: 45 credits.
- 3 Mandatory unit credit: 40 credits.
- 4 Optional unit credit: 20 credits.
- 5 A maximum of 10 optional credits can come from other QCF BTEC units to meet local needs.

## Edexcel BTEC Level 3 Diploma in Art and Design

- 1 Qualification credit value: a minimum of 120 credits.
- 2 Minimum credit to be achieved at, or above, the level of the qualification: 90 credits.
- 3 Mandatory unit credit: 50 credits.
- 4 Optional unit credit: 70 credits.
- 5 A maximum of 30 optional credits can come from other QCF BTEC units to meet local needs.

## **Edexcel BTEC Level 3 Extended Diploma in Art and Design**

- 1 Qualification credit value: a minimum of 180 credits.
- 2 Minimum credit to be achieved at, or above, the level of the qualification: 135 credits.
- 3 Mandatory unit credit: 50 credits.
- 4 Optional unit credit: 130 credits.
- 5 A maximum of 45 optional credits can come from other QCF BTEC units to meet local needs.

## Edexcel BTEC Level 3 Certificate in Art and Design

The Edexcel BTEC Level 3 Certificate in Art and Design is a 30-credit and 180-guided-learning-hour (GLH) qualification that consists of one mandatory unit **plus** optional units that provide for a combined total of 30 credits (where at least 23 credits must be at Level 3 or above).

For the general art and design pathway, a maximum of 20 credits may be chosen from the Art and Design Specialist list, a maximum of 20 credits from the Professional Specialist list and a maximum of 7 credits from Meeting Local Needs.

**The units for the BTEC Nationals in Art and Design are on the CD ROM contained within the specification pack.**

Edexcel BTEC Level 3 Certificate in Art and Design			
Unit	Mandatory units	Credit	Level
1	Visual Recording in Art and Design	10	3
Unit	Optional units (Professional specialist)		
2	Materials, Techniques and Processes in Art and Design	10	3
3	Ideas and Concepts in Art and Design	10	3
4	Communication Through Art and Design	10	3
5	Contextual Influences in Art and Design	10	3
7	Design Methods in Art and Design	10	3
8	Design Principles in Art and Design	10	3
9	Professional Practice in Art and Design	10	3
10	Personal and Professional Development in Art and Design	10	3
11	Freelance Work in Art and Design	10	3
12	Computers in Art and Design	10	3
13	Art and Design Specialist Contextual Investigation	10	3
14	Community Art	10	3
15	Fundraising for Art and Design	5	3
16	Promoting Art and Design Work	10	3
17	Management of Art and Design Projects	10	3
18	Collaborative Working in Art and Design	10	3
19	Educating Through Art and Design	10	3
20	Developing Business Models for the Art and Design Sector	10	3
21	Starting a Small Business	10	3
22	Setting up an Art and Design Studio	10	3

Edexcel BTEC Level 3 Certificate in Art and Design			
Unit	Optional units (Specialist)	Credit	Level
23	Photographic Media, Techniques and Technology	10	3
24	Photographic Studio Techniques	10	3
25	Studio Photography	10	3
26	Specialist Studio Photography	10	3
27	Digital Image Capture and Editing	10	3
28	Commercial Photographic Laboratory Operations	10	3
29	Photography Location Techniques	10	3
30	Location Photography	10	3
31	Specialist Location Photography	10	3
32	Experimental Imagery in Photography	10	3
33	Lens-Based Image Making	10	3
34	Image Manipulation Using Computer Applications	10	3
35	Darkroom Practice	10	3
36	Darkroom Applications	10	3
37	Graphics Media, Techniques and Technology	10	3
38	Mixed Media Image Making	10	3
39	Typefaces and Letter Forms	10	3
40	Typographic and Layout Design	10	3
41	Words and Images in Graphic Design	10	3
42	Design for Advertising	10	3
43	Graphics for 3D Application	10	3
44	Website Design	10	3
45	Graphic Image Making	10	3
46	Digital Storytelling	10	3
47	Factual Writing in Art and Design	10	3
48	Narrative Image Making	10	3
49	Specialist Illustration Using Computer Applications	10	3
50	Information Graphics	10	3
51	3D Computer Modelling	10	3
52	3D Animation	10	3
53	2D Animation Production	10	3
54	Film and Video Editing Techniques	10	3
55	Understanding Video Technology	10	3
56	Producing Video Installation Work	10	3
57	Human-Computer Interfaces for Computer Games	10	3
58	Sound in Interactive Media	10	3
59	Stop Motion Animation Production	10	3
60	Single Camera Techniques	10	3
61	Pre-production Techniques for the Creative Media Industries	5	3

Edexcel BTEC Level 3 Certificate in Art and Design			
Unit	Optional units (Specialist)	Credit	Level
62	Interactive Media Authoring	10	3
63	Interactive Media Design	10	3
64	Introduction to Music Technology	10	3
65	Audio Production Processes and Techniques	10	3
66	Digital Video Production for Interactive Media	10	3
67	Computer Game Engines	10	3
68	Computer Game Design	10	3
69	Sound for Computer Games	10	3
70	Computer Game Story Development	10	3
71	Soundtrack Production for the Moving Image	10	3
72	Drawing Concept Art for Computer Games	10	3
73	Web Animation for Interactive Media	10	3
74	Principles of Software Design and Development	10	3
75	Drawing from Observation	10	3
76	Generating Fine Art Ideas	10	3
77	Fine Art Principles	10	3
78	Developing and Realising Fine Art Ideas	10	3
79	Multi-disciplinary Work in Fine Art	10	3
80	Painting in Fine Art	10	3
81	Printmaking	10	3
82	Sculpture	10	3
83	Public Art	10	3
84	Presenting Fine Art Work	10	3
85	Exploring Specialist Techniques	10	3
86	Extending Specialist Techniques	10	3
87	Exploring Specialist Ceramic Techniques	10	3
88	Extending Specialist Ceramic Techniques	10	3
89	Developing and Realising Design Craft Ideas	10	3
90	3D Design Media, Techniques and Technology	10	3
91	Large-scale Working	10	3
92	Large-scale Design	10	3
93	Small-scale Working	10	3
94	Small-scale Design	10	3
95	Human-scale Working	10	3
96	Human-scale Design	10	3
97	Product Design	10	3
98	Design for Moving Parts	10	3
99	Exploring Resistant Materials	10	3
100	Extending Resistant Materials	10	3

Edexcel BTEC Level 3 Certificate in Art and Design			
Unit	Optional units (Specialist)	Credit	Level
101	Exploring Non-resistant Materials	10	3
102	Extending Non-resistant Materials	10	3
103	Exploring Specialist Glass Techniques	10	3
104	Extending Specialist Glass Techniques	10	3
105	Exploring Specialist Metal and Jewellery Techniques	10	3
106	Extending Specialist Metal and Jewellery Techniques	10	3
107	Exploring Specialist Textile Techniques	10	3
108	Extending Specialist Textile Techniques	10	3
109	3D Sculptural Textiles	10	3
110	Papermaking and Printmaking	10	3
111	Fabric Manipulation	10	3
112	Feltmaking and Felting	10	3
113	Textile Installation	10	3
114	Woven Textiles	10	3
115	Knitted Textiles	10	3
116	Embroidered Textiles	10	3
117	Surface Pattern	10	3
118	Repeat Pattern	10	3
119	Printed Textiles	10	3
120	Fashion Media, Techniques and Technology	10	3
121	Pattern Construction for Fashion and Clothing	10	3
122	Pattern Development for Fashion and Clothing	10	3
123	Pattern Grading for Fashion and Clothing	10	3
124	Production Techniques for Fashion and Clothing	10	3
125	Computer Applications in Fashion	10	3
126	Fashion Marketing	10	3
127	Fashion Visualisation	10	3
128	Garment Production	10	3
129	Accessory Production	10	3
130	Fashion Presentation Techniques	10	3
131	Fashion Promotion	10	3
132	Fashion in Retail	10	3
133	Fashion Styling	10	3
134	Fashion Buying	10	3
135	Developing Costume Design Skills	10	3
136	Make-up Application Skills and Creative Uses in Performance	10	3
137	Hair Styling and Dressing for Performers	10	3

## Edexcel BTEC Level 3 Certificate Art and Design (3D Design)

The Edexcel BTEC Level 3 Certificate in Art and Design (3D Design) is a 30-credit and 180-guided-learning-hour (GLH) qualification that consists of one mandatory unit **plus** optional units that provide for a combined total of 30 credits (where at least 23 credits must be at Level 3 or above).

For endorsed 3D Design, a minimum of 10 credits must be chosen from the 3D Design Specialist list, a maximum of 10 credits from the Professional Specialist list and a maximum of 7 credits from Meeting Local Needs.

**The units for the BTEC Nationals in Art and Design are on the CD ROM contained within the specification pack.**

Edexcel BTEC Level 3 Certificate in Art and Design (3D Design)			
Unit	Mandatory units	Credit	Level
1	Visual Recording in Art and Design	10	3
Unit	Optional units (Professional specialist)		
2	Materials, Techniques and Processes in Art and Design	10	3
3	Ideas and Concepts in Art and Design	10	3
4	Communication Through Art and Design	10	3
5	Contextual Influences in Art and Design	10	3
7	Design Methods in Art and Design	10	3
8	Design Principles in Art and Design	10	3
9	Professional Practice in Art and Design	10	3
10	Personal and Professional Development in Art and Design	10	3
11	Freelance Work in Art and Design	10	3
12	Computers in Art and Design	10	3
13	Art and Design Specialist Contextual Investigation	10	3
14	Community Art	10	3
15	Fundraising for Art and Design	5	3
16	Promoting Art and Design Work	10	3
17	Management of Art and Design Projects	10	3
18	Collaborative Working in Art and Design	10	3
19	Educating Through Art and Design	10	3
20	Developing Business Models for the Art and Design Sector	10	3
21	Starting a Small Business	10	3
22	Setting up an Art and Design Studio	10	3

Edexcel BTEC Level 3 Certificate in Art and Design (3D Design)			
Unit	Optional units (3D Design specialist)	Credit	Level
51	3D Computer Modelling	10	3
90	3D Design Media, Techniques and Technology	10	3
91	Large-scale Working	10	3
92	Large-scale Design	10	3
93	Small-scale Working	10	3
94	Small-scale Design	10	3
95	Human-scale Working	10	3
96	Human-scale Design	10	3
97	Product Design	10	3

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

The Edexcel BTEC Level 3 Certificate in Art and Design (Design Crafts) is a 30-credit and 180-guided-learning-hour (GLH) qualification that consists of one mandatory unit **plus** optional units that provide for a combined total of 30 credits (where at least 23 credits must be at Level 3 or above).

For endorsed Design Crafts, a minimum of 10 credits must be chosen from the Design Crafts Specialist list, a maximum of 10 credits from the Professional Specialist list and a maximum of 7 credits from Meeting Local Needs.

**The units for the BTEC Nationals in Art and Design are on the CD ROM contained within the specification pack.**

Edexcel BTEC Level 3 Certificate in Art and Design (Design Crafts)			
Unit	Mandatory units	Credit	Level
1	Visual Recording in Art and Design	10	3
Unit	Optional units (Professional specialist)		
2	Materials, Techniques and Processes in Art and Design	10	3
3	Ideas and Concepts in Art and Design	10	3
4	Communication Through Art and Design	10	3
5	Contextual Influences in Art and Design	10	3
7	Design Methods in Art and Design	10	3
8	Design Principles in Art and Design	10	3
9	Professional Practice in Art and Design	10	3
10	Personal and Professional Development in Art and Design	10	3
11	Freelance Work in Art and Design	10	3
12	Computers in Art and Design	10	3
13	Art and Design Specialist Contextual Investigation	10	3
14	Community Art	10	3
15	Fundraising for Art and Design	5	3
16	Promoting Art and Design Work	10	3
17	Management of Art and Design Projects	10	3
18	Collaborative Working in Art and Design	10	3
19	Educating Through Art and Design	10	3
21	Starting a Small Business	10	3
22	Setting up an Art and Design Studio	10	3

<b>Edexcel BTEC Level 3 Certificate in Art and Design (Design Crafts)</b>			
<b>Unit</b>	<b>Optional units (Design Crafts specialist)</b>	<b>Credit</b>	<b>Level</b>
85	Exploring Specialist Techniques	10	3
86	Extending Specialist Techniques	10	3
87	Exploring Specialist Ceramic Techniques	10	3
88	Extending Specialist Ceramic Techniques	10	3
89	Developing and Realising Design Craft Ideas	10	3
90	3D Design Media, Techniques and Technology	10	3
98	Design for Moving Parts	10	3
99	Exploring Resistant Materials	10	3
100	Extending Resistant Materials	10	3
101	Exploring Non-resistant Materials	10	3
102	Extending Non-resistant Materials	10	3
103	Exploring Specialist Glass Techniques	10	3
104	Extending Specialist Glass Techniques	10	3
105	Exploring Specialist Metal and Jewellery Techniques	10	3
106	Extending Specialist Metal and Jewellery Techniques	10	3

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

The Edexcel BTEC Level 3 Certificate in Art and Design (Fashion and Clothing) is a 30-credit and 180-guided-learning-hour (GLH) qualification that consists of one mandatory unit **plus** optional units that provide for a combined total of 30 credits (where at least 23 credits must be at Level 3 or above).

For endorsed Fashion and Clothing, a minimum of 10 credits must be chosen from the Fashion and Clothing Specialist list, a maximum of 10 credits from the Professional Specialist list and a maximum of 7 credits from Meeting Local Needs.

**The units for the BTEC Nationals in Art and Design are on the CD ROM contained within the specification pack.**

Edexcel BTEC Level 3 Certificate in Art and Design (Fashion and Clothing)			
Unit	Mandatory units	Credit	Level
1	Visual Recording in Art and Design	10	3
Unit	Optional units (Professional specialist)		
2	Materials, Techniques and Processes in Art and Design	10	3
3	Ideas and Concepts in Art and Design	10	3
4	Communication Through Art and Design	10	3
5	Contextual Influences in Art and Design	10	3
7	Design Methods in Art and Design	10	3
8	Design Principles in Art and Design	10	3
9	Professional Practice in Art and Design	10	3
10	Personal and Professional Development in Art and Design	10	3
11	Freelance Work in Art and Design	10	3
12	Computers in Art and Design	10	3
13	Art and Design Specialist Contextual Investigation	10	3
14	Community Art	10	3
15	Fundraising for Art and Design	5	3
16	Promoting Art and Design Work	10	3
17	Management of Art and Design Projects	10	3
18	Collaborative Working in Art and Design	10	3
19	Educating Through Art and Design	10	3
20	Developing Business Models for the Art and Design Sector	10	3
21	Starting a Small Business	10	3
22	Setting up an Art and Design Studio	10	3

<b>Edexcel BTEC Level 3 Certificate in Art and Design (Fashion and Clothing)</b>			
<b>Unit</b>	<b>Optional units (Fashion and Clothing specialist)</b>	<b>Credit</b>	<b>Level</b>
120	Fashion Media, Techniques and Technology	10	3
121	Pattern Construction for Fashion and Clothing	10	3
122	Pattern Development for Fashion and Clothing	10	3
123	Pattern Grading for Fashion and Clothing	10	3
124	Production Techniques for Fashion and Clothing	10	3
125	Computer Applications in Fashion	10	3
126	Fashion Marketing	10	3
127	Fashion Visualisation	10	3
128	Garment Production	10	3
129	Accessory Production	10	3
130	Fashion Presentation Techniques	10	3
131	Fashion Promotion	10	3
132	Fashion in Retail	10	3
133	Fashion Styling	10	3
134	Fashion Buying	10	3
135	Developing Costume Design Skills	10	3
136	Make-up Application Skills and Creative Uses in Performance	10	3
137	Hair Styling and Dressing for Performers	10	3

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

The Edexcel BTEC Level 3 Certificate in Art and Design (Fine Art) is a 30-credit and 180-guided-learning-hour (GLH) qualification that consists of one mandatory unit **plus** optional units that provide for a combined total of 30 credits (where at least 23 credits must be at Level 3 or above).

For endorsed Fine Art, a minimum of 10 credits must be chosen from the Fine Art Specialist list, a maximum of 10 credits from the Professional Specialist list and a maximum of 7 credits from Meeting Local Needs.

**The units for the BTEC Nationals in Art and Design are on the CD ROM contained within the specification pack.**

Edexcel BTEC Level 3 Certificate in Art and Design (Fine Art)			
Unit	Mandatory units	Credit	Level
1	Visual Recording in Art and Design	10	3
Unit	Optional units (Professional specialist)		
2	Materials, Techniques and Processes in Art and Design	10	3
3	Ideas and Concepts in Art and Design	10	3
4	Communication Through Art and Design	10	3
5	Contextual Influences in Art and Design	10	3
7	Design Methods in Art and Design	10	3
8	Design Principles in Art and Design	10	3
9	Professional Practice in Art and Design	10	3
10	Personal and Professional Development in Art and Design	10	3
11	Freelance Work in Art and Design	10	3
12	Computers in Art and Design	10	3
13	Art and Design Specialist Contextual Investigation	10	3
14	Community Art	10	3
15	Fundraising for Art and Design	5	3
16	Promoting Art and Design Work	10	3
17	Management of Art and Design Projects	10	3
18	Collaborative Working in Art and Design	10	3
19	Educating Through Art and Design	10	3
20	Developing Business Models for the Art and Design Sector	10	3
21	Starting a Small Business	10	3
22	Setting up an Art and Design Studio	10	3

Edexcel BTEC Level 3 Certificate in Art and Design (Fine Art)			
Unit	Optional units (Fine Art specialist)	Credit	Level
75	Drawing from Observation	10	3
76	Generating Fine Art Ideas	10	3
77	Fine Art Principles	10	3
78	Developing and Realising Fine Art Ideas	10	3
79	Multi-disciplinary Work in Fine Art	10	3
80	Painting in Fine Art	10	3
81	Printmaking	10	3
82	Sculpture	10	3
83	Public Art	10	3
84	Presenting Fine Art Work	10	3

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

The Edexcel BTEC Level 3 Certificate in Art and Design (Graphic Design) is a 30-credit and 180-guided-learning-hour (GLH) qualification that consists of one mandatory unit **plus** optional units that provide for a combined total of 30 credits (where at least 23 credits must be at Level 3 or above).

For endorsed Graphic Design, a minimum of 10 credits must be chosen from the Graphic Design Specialist list, a maximum of 10 credits from the Professional Specialist list and a maximum of 7 credits from Meeting Local Needs.

**The units for the BTEC Nationals in Art and Design are on the CD ROM contained within the specification pack.**

Edexcel BTEC Level 3 Certificate in Art and Design (Graphic Design)			
Unit	Mandatory units	Credit	Level
1	Visual Recording in Art and Design	10	3
Unit	Optional units (Professional specialist)		
2	Materials, Techniques and Processes in Art and Design	10	3
3	Ideas and Concepts in Art and Design	10	3
4	Communication Through Art and Design	10	3
5	Contextual Influences in Art and Design	10	3
7	Design Methods in Art and Design	10	3
8	Design Principles in Art and Design	10	3
9	Professional Practice in Art and Design	10	3
10	Personal and Professional Development in Art and Design	10	3
11	Freelance Work in Art and Design	10	3
12	Computers in Art and Design	10	3
13	Art and Design Specialist Contextual Investigation	10	3
14	Community Art	10	3
15	Fundraising for Art and Design	5	3
16	Promoting Art and Design Work	10	3
17	Management of Art and Design Projects	10	3
18	Collaborative Working in Art and Design	10	3
19	Educating Through Art and Design	10	3
20	Developing Business Models for the Art and Design Sector	10	3
21	Starting a Small Business	10	3
22	Setting up an Art and Design Studio	10	3

Edexcel BTEC Level 3 Certificate in Art and Design (Graphic Design)			
Unit	Optional units (Graphic Design specialist)	Credit	Level
37	Graphics Media, Techniques and Technology	10	3
38	Mixed Media Image Making	10	3
39	Typefaces and Letter Forms	10	3
40	Typographic and Layout Design	10	3
41	Words and Images in Graphic Design	10	3
42	Design for Advertising	10	3
43	Graphics for 3D Application	10	3
44	Website Design	10	3
45	Graphic Image Making	10	3
46	Digital Storytelling	10	3
47	Factual Writing in Art and Design	10	3
48	Narrative Image Making	10	3
49	Specialist Illustration Using Computer Applications	10	3
50	Information Graphics	10	3

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

The Edexcel BTEC Level 3 Certificate in Art and Design (Interactive Media) is a 30-credit and 180-guided-learning-hour (GLH) qualification that consists of one mandatory unit **plus** optional units that provide for a combined total of 30 credits (where at least 23 credits must be at Level 3 or above).

For endorsed Interactive Media, a minimum of 10 credits must be chosen from the Interactive Media Specialist list, a maximum of 10 credits from the Professional Specialist list and a maximum of 7 credits from Meeting Local Needs.

**The units for the BTEC Nationals in Art and Design are on the CD ROM contained within the specification pack.**

Edexcel BTEC Level 3 Certificate in Art and Design (Interactive Media)			
Unit	Mandatory units	Credit	Level
1	Visual Recording in Art and Design	10	3
Unit	Optional units (Professional specialist)		
2	Materials, Techniques and Processes in Art and Design	10	3
3	Ideas and Concepts in Art and Design	10	3
4	Communication Through Art and Design	10	3
5	Contextual Influences in Art and Design	10	3
7	Design Methods in Art and Design	10	3
8	Design Principles in Art and Design	10	3
9	Professional Practice in Art and Design	10	3
10	Personal and Professional Development in Art and Design	10	3
11	Freelance Work in Art and Design	10	3
12	Computers in Art and Design	10	3
13	Art and Design Specialist Contextual Investigation	10	3
14	Community Art	10	3
15	Fundraising for Art and Design	5	3
16	Promoting Art and Design Work	10	3
17	Management of Art and Design Projects	10	3
18	Collaborative Working in Art and Design	10	3
19	Educating Through Art and Design	10	3
20	Developing Business Models for the Art and Design Sector	10	3
21	Starting a Small Business	10	3
22	Setting up an Art and Design Studio	10	3

<b>Edexcel BTEC Level 3 Certificate in Art and Design (Interactive Media)</b>			
<b>Unit</b>	<b>Optional units (Interactive Media specialist)</b>	<b>Credit</b>	<b>Level</b>
52	3D Animation	10	3
53	2D Animation Production	10	3
54	Film and Video Editing Techniques	10	3
55	Understanding Video Technology	10	3
56	Producing Video Installation Work	10	3
57	Human-Computer Interfaces for Computer Games	10	3
58	Sound in Interactive Media	10	3
59	Stop Motion Animation Production	10	3
60	Single Camera Techniques	10	3
61	Pre-production Techniques for the Creative Media Industries	5	3
62	Interactive Media Authoring	10	3
63	Interactive Media Design	10	3
64	Introduction to Music Technology	10	3
65	Audio Production Processes and Techniques	10	3
66	Digital Video Production for Interactive Media	10	3
67	Computer Game Engines	10	3
68	Computer Game Design	10	3
69	Sound for Computer Games	10	3
70	Computer Game Story Development	10	3
71	Soundtrack Production for the Moving Image	10	3
72	Drawing Concept Art for Computer Games	10	3
73	Web Animation for Interactive Media	10	3
74	Principles of Software Design and Development	10	3

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

The Edexcel BTEC Level 3 Certificate in Art and Design (Photography) is a 30-credit and 180-guided-learning-hour (GLH) qualification that consists of one mandatory unit **plus** optional units that provide for a combined total of 30 credits (where at least 23 credits must be at Level 3 or above).

For endorsed Photography, a minimum of 10 credits must be chosen from the Photography Specialist list, a maximum of 10 credits from the Professional Specialist list and a maximum of 7 credits from Meeting Local Needs.

**The units for the BTEC Nationals in Art and Design are on the CD ROM contained within the specification pack.**

Edexcel BTEC Level 3 Certificate in Art and Design (Photography)			
Unit	Mandatory units	Credit	Level
1	Visual Recording in Art and Design	10	3
Unit	Optional units (Professional specialist)		
2	Materials, Techniques and Processes in Art and Design	10	3
3	Ideas and Concepts in Art and Design	10	3
4	Communication Through Art and Design	10	3
5	Contextual Influences in Art and Design	10	3
7	Design Methods in Art and Design	10	3
8	Design Principles in Art and Design	10	3
9	Professional Practice in Art and Design	10	3
10	Personal and Professional Development in Art and Design	10	3
11	Freelance Work in Art and Design	10	3
12	Computers in Art and Design	10	3
13	Art and Design Specialist Contextual Investigation	10	3
14	Community Art	10	3
15	Fundraising for Art and Design	5	3
16	Promoting Art and Design Work	10	3
17	Management of Art and Design Projects	10	3
18	Collaborative Working in Art and Design	10	3
19	Educating Through Art and Design	10	3
20	Developing Business Models for the Art and Design Sector	10	3
21	Starting a Small Business	10	3
22	Setting up an Art and Design Studio	10	3

<b>Edexcel BTEC Level 3 Certificate in Art and Design (Photography)</b>			
<b>Unit</b>	<b>Optional units (Photography specialist)</b>	<b>Credit</b>	<b>Level</b>
23	Photographic Media, Techniques and Technology	10	3
24	Photographic Studio Techniques	10	3
25	Studio Photography	10	3
26	Specialist Studio Photography	10	3
27	Digital Image Capture and Editing	10	3
28	Commercial Photographic Laboratory Operations	10	3
29	Photography Location Techniques	10	3
30	Location Photography	10	3
31	Specialist Location Photography	10	3
32	Experimental Imagery in Photography	10	3
33	Lens-based Image Making	10	3
34	Image Manipulation Using Computer Applications	10	3
35	Darkroom Practice	10	3
36	Darkroom Applications	10	3

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

The Edexcel BTEC Level 3 Certificate in Art and Design (Textiles) is a 30-credit and 180-guided-learning-hour (GLH) qualification that consists of one mandatory unit **plus** optional units that provide for a combined total of 30 credits (where at least 23 credits must be at Level 3 or above).

For endorsed Textiles, a minimum of 10 credits must be chosen from the Textiles Specialist list, a maximum of 10 credits from the Professional Specialist list and a maximum of 7 credits from Meeting Local Needs.

**The units for the BTEC Nationals in Art and Design are on the CD ROM contained within the specification pack.**

Edexcel BTEC Level 3 Certificate in Art and Design (Textiles)			
Unit	Mandatory units	Credit	Level
1	Visual Recording in Art and Design	10	3
Unit	Optional units (Professional specialist)		
2	Materials, Techniques and Processes in Art and Design	10	3
3	Ideas and Concepts in Art and Design	10	3
4	Communication Through Art and Design	10	3
5	Contextual Influences in Art and Design	10	3
7	Design Methods in Art and Design	10	3
8	Design Principles in Art and Design	10	3
9	Professional Practice in Art and Design	10	3
10	Personal and Professional Development in Art and Design	10	3
11	Freelance Work in Art and Design	10	3
12	Computers in Art and Design	10	3
13	Art and Design Specialist Contextual Investigation	10	3
14	Community Art	10	3
15	Fundraising for Art and Design	5	3
16	Promoting Art and Design Work	10	3
17	Management of Art and Design Projects	10	3
18	Collaborative Working in Art and Design	10	3
19	Educating Through Art and Design	10	3
20	Developing Business Models for the Art and Design Sector	10	3
21	Starting a Small Business	10	3
22	Setting up an Art and Design Studio	10	3

Edexcel BTEC Level 3 Certificate in Art and Design (Textiles)			
Unit	Optional units (Textiles specialist)	Credit	Level
107	Exploring Specialist Textile Techniques	10	3
108	Extending Specialist Textile Techniques	10	3
109	3D Sculptural Textiles	10	3
110	Papermaking and Printmaking	10	3
111	Fabric Manipulation	10	3
112	Feltmaking and Felting	10	3
113	Textile Installation	10	3
114	Woven Textiles	10	3
115	Knitted Textiles	10	3
116	Embroidered Textiles	10	3
117	Surface Pattern	10	3
118	Repeat Pattern	10	3
119	Printed Textiles	10	3

## Edexcel BTEC Level 3 Subsidiary Diploma in Art and Design

The Edexcel BTEC Level 3 Subsidiary Diploma in Art and Design is a 60-credit and 360-guided-learning-hour (GLH) qualification that consists of four mandatory units **plus** optional units that provide for a combined total of 60 credits (where at least 45 credits must be at Level 3 or above).

For the Art and Design pathway, a maximum of 20 credits may be chosen from the Art and Design Specialist list, a maximum of 20 credits from the Professional Specialist list and a maximum of 15 credits from Meeting Local Needs.

**The units for the BTEC Nationals in Art and Design are on the CD ROM contained within the specification pack.**

Edexcel BTEC Level 3 Subsidiary Diploma in Art and Design			
Unit	Mandatory units	Credit	Level
1	Visual Recording in Art and Design	10	3
2	Materials, Techniques, and Processes in Art and Design	10	3
3	Ideas and Concepts in Art and Design	10	3
4	Communication Through Art and Design	10	3
Unit	Optional units (Professional specialist)		
5	Contextual Influences in Art and Design	10	3
7	Design Methods in Art and Design	10	3
8	Design Principles in Art and Design	10	3
9	Professional Practice in Art and Design	10	3
10	Personal and Professional Development in Art and Design	10	3
11	Freelance Work in Art and Design	10	3
12	Computers in Art and Design	10	3
13	Art and Design Specialist Contextual Investigation	10	3
14	Community Art	10	3
15	Fundraising for Art and Design	5	3
16	Promoting Art and Design Work	10	3
17	Management of Art and Design Projects	10	3
18	Collaborative Working in Art and Design	10	3
19	Educating Through Art and Design	10	3
20	Developing Business Models for the Art and Design Sector	10	3
21	Starting a Small Business	10	3
22	Setting up an Art and Design Studio	10	3

Edexcel BTEC Level 3 Subsidiary Diploma in Art and Design			
Unit	Optional units (Specialist)	Credit	Level
23	Photographic Media, Techniques and Technology	10	3
24	Photographic Studio Techniques	10	3
25	Studio Photography	10	3
26	Specialist Studio Photography	10	3
27	Digital Image Capture and Editing	10	3
28	Commercial Photographic Laboratory Operations	10	3
29	Photography Location Techniques	10	3
30	Location Photography	10	3
31	Specialist Location Photography	10	3
32	Experimental Imagery in Photography	10	3
33	Lens-Based Image Making	10	3
34	Image Manipulation Using Computer Applications	10	3
35	Darkroom Practice	10	3
36	Darkroom Applications	10	3
37	Graphics Media, Techniques and Technology	10	3
38	Mixed Media Image Making	10	3
39	Typefaces and Letter Forms	10	3
40	Typographic and Layout Design	10	3
41	Words and Images in Graphic Design	10	3
42	Design for Advertising	10	3
43	Graphics for 3D Application	10	3
44	Website Design	10	3
45	Graphic Image Making	10	3
46	Digital Storytelling	10	3
47	Factual Writing in Art and Design	10	3
48	Narrative Image Making	10	3
49	Specialist Illustration Using Computer Applications	10	3
50	Information Graphics	10	3
51	3D Computer Modelling	10	3
52	3D Animation	10	3
53	2D Animation Production	10	3
54	Film and Video Editing Techniques	10	3
55	Understanding Video Technology	10	3
56	Producing Video Installation Work	10	3
57	Human-Computer Interfaces for Computer Games	10	3
58	Sound in Interactive Media	10	3
59	Stop Motion Animation Production	10	3
60	Single Camera Techniques	10	3
61	Pre-production Techniques for the Creative Media Industries	5	3

Edexcel BTEC Level 3 Subsidiary Diploma in Art and Design			
Unit	Optional units (Specialist)	Credit	Level
62	Interactive Media Authoring	10	3
63	Interactive Media Design	10	3
64	Introduction to Music Technology	10	3
65	Audio Production Processes and Techniques	10	3
66	Digital Video Production for Interactive Media	10	3
67	Computer Game Engines	10	3
68	Computer Game Design	10	3
69	Sound for Computer Games	10	3
70	Computer Game Story Development	10	3
71	Soundtrack Production for the Moving Image	10	3
72	Drawing Concept Art for Computer Games	10	3
73	Web Animation for Interactive Media	10	3
74	Principles of Software Design and Development	10	3
75	Drawing from Observation	10	3
76	Generating Fine Art Ideas	10	3
77	Fine Art Principles	10	3
78	Developing and Realising Fine Art Ideas	10	3
79	Multi-disciplinary Work in Fine Art	10	3
80	Painting in Fine Art	10	3
81	Printmaking	10	3
82	Sculpture	10	3
83	Public Art	10	3
84	Presenting Fine Art Work	10	3
85	Exploring Specialist Techniques	10	3
86	Extending Specialist Techniques	10	3
87	Exploring Specialist Ceramic Techniques	10	3
88	Extending Specialist Ceramic Techniques	10	3
89	Developing and Realising Design Craft Ideas	10	3
90	3D Design Media, Techniques and Technology	10	3
91	Large-scale Working	10	3
92	Large-scale Design	10	3
93	Small-scale Working	10	3
94	Small-scale Design	10	3
95	Human-scale Working	10	3
96	Human-scale Design	10	3
97	Product Design	10	3
98	Design for Moving Parts	10	3
99	Exploring Resistant Materials	10	3
100	Extending Resistant Materials	10	3

Edexcel BTEC Level 3 Subsidiary Diploma in Art and Design			
Unit	Optional units (Specialist)	Credit	Level
101	Exploring Non-resistant Materials	10	3
102	Extending Non-resistant Materials	10	3
103	Exploring Specialist Glass Techniques	10	3
104	Extending Specialist Glass Techniques	10	3
105	Exploring Specialist Metal and Jewellery Techniques	10	3
106	Extending Specialist Metal and Jewellery Techniques	10	3
107	Exploring Specialist Textile Techniques	10	3
108	Extending Specialist Textile Techniques	10	3
109	3D Sculptural Textiles	10	3
110	Papermaking and Printmaking	10	3
111	Fabric Manipulation	10	3
112	Feltmaking and Felting	10	3
113	Textile Installation	10	3
114	Woven Textiles	10	3
115	Knitted Textiles	10	3
116	Embroidered Textiles	10	3
117	Surface Pattern	10	3
118	Repeat Pattern	10	3
119	Printed Textiles	10	3
120	Fashion Media, Techniques and Technology	10	3
121	Pattern Construction for Fashion and Clothing	10	3
122	Pattern Development for Fashion and Clothing	10	3
123	Pattern Grading for Fashion and Clothing	10	3
124	Production Techniques for Fashion and Clothing	10	3
125	Computer Applications in Fashion	10	3
126	Fashion Marketing	10	3
127	Fashion Visualisation	10	3
128	Garment Production	10	3
129	Accessory Production	10	3
130	Fashion Presentation Techniques	10	3
131	Fashion Promotion	10	3
132	Fashion in Retail	10	3
133	Fashion Styling	10	3
134	Fashion Buying	10	3
135	Developing Costume Design Skills	10	3
136	Make-up Application Skills and Creative Uses in Performance	10	3
137	Hair Styling and Dressing for Performers	10	3

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

The Edexcel BTEC Level 3 Subsidiary Diploma in Art and Design (3D Design) is a 60-credit and 360-guided-learning-hour (GLH) qualification that consists of four mandatory units **plus** optional units that provide for a combined total of 60 credits (where at least 45 credits must be at Level 3 or above).

For 3D Design, a minimum of 10 credits must be chosen from the 3D Design specialist list, a maximum of 10 credits from the professional specialist list and a maximum of 10 credits from Meeting Local Needs.

**The units for the BTEC Nationals in Art and Design are on the CD ROM contained within the specification pack.**

Edexcel BTEC Level 3 Subsidiary Diploma in Art and Design (3D Design)			
Unit	Mandatory units	Credit	Level
1	Visual Recording in Art and Design	10	3
2	Materials, Techniques, and Processes in Art and Design	10	3
3	Ideas and Concepts in Art and Design	10	3
4	Communication Through Art and Design	10	3
Unit	Optional units (Professional specialist)		
5	Contextual Influences in Art and Design	10	3
7	Design Methods in Art and Design	10	3
8	Design Principles in Art and Design	10	3
9	Professional Practice in Art and Design	10	3
10	Personal and Professional Development in Art and Design	10	3
11	Freelance Work in Art and Design	10	3
12	Computers in Art and Design	10	3
13	Art and Design Specialist Contextual Investigation	10	3
14	Community Art	10	3
15	Fundraising for Art and Design	5	3
16	Promoting Art and Design Work	10	3
17	Management of Art and Design Projects	10	3
18	Collaborative Working in Art and Design	10	3
19	Educating Through Art and Design	10	3
20	Developing Business Models for the Art and Design Sector	10	3
21	Starting a Small Business	10	3
22	Setting up an Art and Design Studio	10	3

Edexcel BTEC Level 3 Subsidiary Diploma in Art and Design (3D Design)			
Unit	Optional units (3D Design specialist)	Credit	Level
51	3D Computer Modelling	10	3
90	3D Design Media, Techniques and Technology	10	3
93	Small-scale Working	10	3
94	Small-scale Design	10	3
95	Human-scale Working	10	3
96	Human-scale Design	10	3
91	Large-scale Working	10	3
92	Large-scale Design	10	3
97	Product Design	10	3

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

The Edexcel BTEC Level 3 Subsidiary Diploma in Art and Design (Design Crafts) is a 60-credit and 360-guided-learning-hour (GLH) qualification that consists of four mandatory units **plus** optional units that provide for a combined total of 60 credits (where at least 45 credits must be at Level 3 or above).

For Design Crafts, a minimum of 10 credits must be chosen from the Design Crafts specialist list, a maximum of 10 credits from the professional specialist list and a maximum of 10 credits from Meeting Local Needs.

**The units for the BTEC Nationals in Art and Design are on the CD ROM contained within the specification pack.**

Edexcel BTEC Level 3 Subsidiary Diploma in Art and Design (Design Crafts)			
Unit	Mandatory units	Credit	Level
1	Visual Recording in Art and Design	10	3
2	Materials, Techniques and Processes in Art and Design	10	3
3	Ideas and Concepts in Art and Design	10	3
4	Communication Through Art and Design	10	3
Unit	Optional units (Professional specialist)		
5	Contextual Influences in Art and Design	10	3
7	Design Methods in Art and Design	10	3
8	Design Principles in Art and Design	10	3
9	Professional Practice in Art and Design	10	3
10	Personal and Professional Development in Art and Design	10	3
11	Freelance Work in Art and Design	10	3
12	Computers in Art and Design	10	3
13	Art and Design Specialist Contextual Investigation	10	3
14	Community Art	10	3
15	Fundraising for Art and Design	5	3
16	Promoting Art and Design Work	10	3
17	Management of Art and Design Projects	10	3
18	Collaborative Working in Art and Design	10	3
19	Educating Through Art and Design	10	3
20	Developing Business Models for the Art and Design Sector	10	3
21	Starting a Small Business	10	3
22	Setting up an Art and Design Studio	10	3

Edexcel BTEC Level 3 Subsidiary Diploma in Art and Design (Design Crafts)			
Unit	Optional units (Design Crafts specialist)	Credit	Level
85	Exploring Specialist Techniques	10	3
86	Extending Specialist Techniques	10	3
87	Exploring Specialist Ceramic Techniques	10	3
88	Extending Specialist Ceramic Techniques	10	3
89	Developing and Realising Design Craft Ideas	10	3
90	3D Design Media, Techniques and Technology	10	3
98	Design for Moving Parts	10	3
99	Exploring Resistant Materials	10	3
100	Extending Resistant Materials	10	3
101	Exploring Non-resistant Materials	10	3
102	Extending Non-resistant Materials	10	3
103	Exploring Specialist Glass Techniques	10	3
104	Extending Specialist Glass Techniques	10	3
105	Exploring Specialist Metal and Jewellery Techniques	10	3
106	Extending Specialist Metal and Jewellery Techniques	10	3

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

The Edexcel BTEC Level 3 Subsidiary Diploma in Art and Design (Fashion and Clothing) is a 60-credit and 360-guided-learning-hour (GLH) qualification that consists of four mandatory units **plus** optional units that provide for a combined total of 60 credits (where at least 45 credits must be at Level 3 or above).

For Fashion and Clothing, a minimum of 10 credits must be chosen from the Fashion and Clothing specialist list, a maximum of 10 credits from the professional specialist list and a maximum of 10 credits from Meeting Local Needs.

**The units for the BTEC Nationals in Art and Design are on the CD ROM contained within the specification pack.**

Edexcel BTEC Level 3 Subsidiary Diploma in Art and Design (Fashion and Clothing)			
Unit	Mandatory units	Credit	Level
1	Visual Recording in Art and Design	10	3
2	Materials, Techniques and Processes in Art and Design	10	3
3	Ideas and Concepts in Art and Design	10	3
4	Communication Through Art and Design	10	3
Unit	Optional units (Professional specialist)		
5	Contextual Influences in Art and Design	10	3
7	Design Methods in Art and Design	10	3
8	Design Principles in Art and Design	10	3
9	Professional Practice in Art and Design	10	3
10	Personal and Professional Development in Art and Design	10	3
11	Freelance Work in Art and Design	10	3
12	Computers in Art and Design	10	3
13	Art and Design Specialist Contextual Investigation	10	3
14	Community Art	10	3
15	Fundraising for Art and Design	5	3
16	Promoting Art and Design Work	10	3
17	Management of Art and Design Projects	10	3
18	Collaborative Working in Art and Design	10	3
19	Educating Through Art and Design	10	3
20	Developing Business Models for the Art and Design Sector	10	3
21	Starting a Small Business	10	3
22	Setting up an Art and Design Studio	10	3

<b>Edexcel BTEC Level 3 Subsidiary Diploma in Art and Design (Fashion and Clothing)</b>			
<b>Unit</b>	<b>Optional units (Fashion and Clothing specialist)</b>	<b>Credit</b>	<b>Level</b>
120	Fashion Media, Techniques and Technology	10	3
121	Pattern Construction for Fashion and Clothing	10	3
122	Pattern Development for Fashion and Clothing	10	3
123	Pattern Grading for Fashion and Clothing	10	3
124	Production Techniques for Fashion and Clothing	10	3
125	Computer Applications in Fashion	10	3
126	Fashion Marketing	10	3
127	Fashion Visualisation	10	3
128	Garment Production	10	3
129	Accessory Production	10	3
130	Fashion Presentation Techniques	10	3
131	Fashion Promotion	10	3
132	Fashion in Retail	10	3
133	Fashion Styling	10	3
134	Fashion Buying	10	3
135	Developing Costume Design Skills	10	3
136	Make-up Application Skills and Creative Uses in Performance	10	3
137	Hair Styling and Dressing for Performers	10	3

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

The Edexcel BTEC Level 3 Subsidiary Diploma in Art and Design (Fine Art) is a 60-credit and 360-guided-learning-hour (GLH) qualification that consists of four mandatory units **plus** optional units that provide for a combined total of 60 credits (where at least 45 credits must be at Level 3 or above).

For Fine Art, a minimum of 10 credits must be chosen from the Fine Art specialist list, a maximum of 10 credits from the professional specialist list and a maximum of 10 credits from Meeting Local Needs.

**The units for the BTEC Nationals in Art and Design are on the CD ROM contained within the specification pack.**

Edexcel BTEC Level 3 Subsidiary Diploma in Art and Design (Fine Art)			
Unit	Mandatory units	Credit	Level
1	Visual Recording in Art and Design	10	3
2	Materials, Techniques and Processes in Art and Design	10	3
3	Ideas and Concepts in Art and Design	10	3
4	Communication Through Art and Design	10	3
Unit	Optional units (Professional specialist)		
5	Contextual Influences in Art and Design	10	3
7	Design Methods in Art and Design	10	3
8	Design Principles in Art and Design	10	3
9	Professional Practice in Art and Design	10	3
10	Personal and Professional Development in Art and Design	10	3
11	Freelance Work in Art and Design	10	3
12	Computers in Art and Design	10	3
13	Art and Design Specialist Contextual Investigation	10	3
14	Community Art	10	3
15	Fundraising for Art and Design	5	3
16	Promoting Art and Design Work	10	3
17	Management of Art and Design Projects	10	3
18	Collaborative Working in Art and Design	10	3
19	Educating Through Art and Design	10	3
20	Developing Business Models for the Art and Design Sector	10	3
21	Starting a Small Business	10	3
22	Setting up an Art and Design Studio	10	3

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

<b>Unit</b>	<b>Optional units (Fine Art specialist)</b>	<b>Credit</b>	<b>Level</b>
75	Drawing from Observation	10	3
76	Generating Fine Art Ideas	10	3
77	Fine Art Principles	10	3
78	Developing and Realising Fine Art Ideas	10	3
79	Multi-disciplinary Work in Fine Art	10	3
80	Painting in Fine Art	10	3
81	Printmaking	10	3
82	Sculpture	10	3
83	Public Art	10	3
84	Presenting Fine Art Work	10	3

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

The Edexcel BTEC Level 3 Subsidiary Diploma in Art and Design (Graphic Design) is a 60-credit and 360-guided-learning-hour (GLH) qualification that consists of four mandatory units **plus** optional units that provide for a combined total of 60 credits (where at least 45 credits must be at Level 3 or above).

For Graphic Design, a minimum of 10 credits must be chosen from the Graphic Design specialist list, a maximum of 10 credits from the professional specialist list and a maximum of 10 credits from Meeting Local Needs.

**The units for the BTEC Nationals in Art and Design are on the CD ROM contained within the specification pack.**

Edexcel BTEC Level 3 Subsidiary Diploma in Art and Design (Graphic Design)			
Unit	Mandatory units	Credit	Level
1	Visual Recording in Art and Design	10	3
2	Materials, Techniques and Processes in Art and Design	10	3
3	Ideas and Concepts in Art and Design	10	3
4	Communication Through Art and Design	10	3
Unit	Optional units (Professional specialist)		
5	Contextual Influences in Art and Design	10	3
7	Design Methods in Art and Design	10	3
8	Design Principles in Art and Design	10	3
9	Professional Practice in Art and Design	10	3
10	Personal and Professional Development in Art and Design	10	3
11	Freelance Work in Art and Design	10	3
12	Computers in Art and Design	10	3
13	Art and Design Specialist Contextual Investigation	10	3
14	Community Art	10	3
15	Fundraising for Art and Design	5	3
16	Promoting Art and Design Work	10	3
17	Management of Art and Design Projects	10	3
18	Collaborative Working in Art and Design	10	3
19	Educating Through Art and Design	10	3
20	Developing Business Models for the Art and Design Sector	10	3
21	Starting a Small Business	10	3
22	Setting up an Art and Design Studio	10	3

Edexcel BTEC Level 3 Subsidiary Diploma in Art and Design (Graphic Design)			
Unit	Optional units (Graphic Design specialist)	Credit	Level
37	Graphics Media, Techniques and Technology	10	3
38	Mixed Media Image Making	10	3
39	Typefaces and Letter Forms	10	3
40	Typographic and Layout Design	10	3
41	Words and Images in Graphic Design	10	3
42	Design for Advertising	10	3
43	Graphics for 3D Application	10	3
44	Website Design	10	3
45	Graphic Image Making	10	3
46	Digital Storytelling	10	3
47	Factual Writing in Art and Design	10	3
48	Narrative Image Making	10	3
49	Specialist Illustration Using Computer Applications	10	3
50	Information Graphics	10	3

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

The Edexcel BTEC Level 3 Subsidiary Diploma in Art and Design (Interactive Media) is a 60-credit and 360-guided-learning-hour (GLH) qualification that consists of four mandatory units **plus** optional units that provide for a combined total of 60 credits (where at least 45 credits must be at Level 3 or above).

For Interactive Media, a minimum of 10 credits must be chosen from the Interactive Media specialist list, a maximum of 10 credits from the professional specialist list and a maximum of 10 credits from Meeting Local Needs.

**The units for the BTEC Nationals in Art and Design are on the CD ROM contained within the specification pack.**

Edexcel BTEC Level 3 Certificate in Art and Design (Interactive Media)			
Unit	Mandatory units	Credit	Level
1	Visual Recording in Art and Design	10	3
Unit	Optional units (Professional specialist)		
2	Materials, Techniques and Processes in Art and Design	10	3
3	Ideas and Concepts in Art and Design	10	3
4	Communication Through Art and Design	10	3
5	Contextual Influences in Art and Design	10	3
7	Design Methods in Art and Design	10	3
8	Design Principles in Art and Design	10	3
9	Professional Practice in Art and Design	10	3
10	Personal and Professional Development in Art and Design	10	3
11	Freelance Work in Art and Design	10	3
12	Computers in Art and Design	10	3
13	Art and Design Specialist Contextual Investigation	10	3
14	Community Art	10	3
15	Fundraising for Art and Design	5	3
16	Promoting Art and Design Work	10	3
17	Management of Art and Design Projects	10	3
18	Collaborative Working in Art and Design	10	3
19	Educating Through Art and Design	10	3
20	Developing Business Models for the Art and Design Sector	10	3
21	Starting a Small Business	10	3
22	Setting up an Art and Design Studio	10	3

<b>Edexcel BTEC Level 3 Certificate in Art and Design (Interactive Media)</b>			
<b>Unit</b>	<b>Optional units (Interactive Media specialist)</b>	<b>Credit</b>	<b>Level</b>
52	3D Animation	10	3
53	2D Animation Production	10	3
54	Film and Video Editing Techniques	10	3
55	Understanding Video Technology	10	3
56	Producing Video Installation Work	10	3
57	Human-Computer Interfaces for Computer Games	10	3
58	Sound in Interactive Media	10	3
59	Stop Motion Animation Production	10	3
60	Single Camera Techniques	10	3
61	Pre-production Techniques for the Creative Media Industries	5	3
62	Interactive Media Authoring	10	3
63	Interactive Media Design	10	3
64	Introduction to Music Technology	10	3
65	Audio Production Processes and Techniques	10	3
66	Digital Video Production for Interactive Media	10	3
67	Computer Game Engines	10	3
68	Computer Game Design	10	3
69	Sound for Computer Games	10	3
70	Computer Game Story Development	10	3
71	Soundtrack Production for the Moving Image	10	3
72	Drawing Concept Art for Computer Games	10	3
73	Web Animation for Interactive Media	10	3
74	Principles of Software Design and Development	10	3

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

The Edexcel BTEC Level 3 Subsidiary Diploma in Art and Design (Photography) is a 60-credit and 360-guided-learning-hour (GLH) qualification that consists of four mandatory units **plus** optional units that provide for a combined total of 60 credits (where at least 45 credits must be at Level 3 or above).

For Photography, a minimum of 10 credits must be chosen from the Photography specialist list, a maximum of 10 credits from the professional specialist list and a maximum of 10 credits from Meeting Local Needs.

**The units for the BTEC Nationals in Art and Design are on the CD ROM contained within the specification pack.**

Edexcel BTEC Level 3 Subsidiary Diploma in Art and Design (Photography)			
Unit	Mandatory units	Credit	Level
1	Visual Recording in Art and Design	10	3
2	Materials, Techniques and Processes in Art and Design	10	3
3	Ideas and Concepts in Art and Design	10	3
4	Communication Through Art and Design	10	3
Unit	Optional units (Professional specialist)		
5	Contextual Influences in Art and Design	10	3
7	Design Methods in Art and Design	10	3
8	Design Principles in Art and Design	10	3
9	Professional Practice in Art and Design	10	3
10	Personal and Professional Development in Art and Design	10	3
11	Freelance Work in Art and Design	10	3
12	Computers in Art and Design	10	3
13	Art and Design Specialist Contextual Investigation	10	3
14	Community Art	10	3
15	Fundraising for Art and Design	5	3
16	Promoting Art and Design Work	10	3
17	Management of Art and Design Projects	10	3
18	Collaborative Working in Art and Design	10	3
19	Educating Through Art and Design	10	3
20	Developing Business Models for the Art and Design Sector	10	3
21	Starting a Small Business	10	3
22	Setting up an Art and Design Studio	10	3

Edexcel BTEC Level 3 Subsidiary Diploma in Art and Design (Photography)			
Unit	Optional units (Photography specialist)	Credit	Level
23	Photographic Media, Techniques and Technology	10	3
24	Photographic Studio Techniques	10	3
25	Studio Photography	10	3
26	Specialist Studio Photography	10	3
27	Digital Image Capture and Editing	10	3
28	Commercial Photographic Laboratory Operations	10	3
29	Photography Location Techniques	10	3
30	Location Photography	10	3
31	Specialist Location Photography	10	3
32	Experimental Imagery in Photography	10	3
33	Lens-based Image Making	10	3
34	Image Manipulation Using Computer Applications	10	3
35	Darkroom Practice	10	3
36	Darkroom Applications	10	3

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

The Edexcel BTEC Level 3 Subsidiary Diploma in Art and Design (Textiles) is a 60-credit and 360-guided-learning-hour (GLH) qualification that consists of four mandatory units plus optional units that provide for a combined total of 60 credits (where at least 45 credits must be at Level 3 or above).

For Textiles, a minimum of 10 credits must be chosen from the Textiles specialist list, a maximum of 10 credits from the professional specialist list and a maximum of 10 credits from Meeting Local Needs.

**The units for the BTEC Nationals in Art and Design are on the CD ROM contained within the specification pack.**

Edexcel BTEC Level 3 Subsidiary Diploma in Art and Design (Textiles)			
Unit	Mandatory units	Credit	Level
1	Visual Recording in Art and Design	10	3
2	Materials, Techniques and Processes in Art and Design	10	3
3	Ideas and Concepts in Art and Design	10	3
4	Communication Through Art and Design	10	3
Unit	Optional units (Professional specialist)		
5	Contextual Influences in Art and Design	10	3
7	Design Methods in Art and Design	10	3
8	Design Principles in Art and Design	10	3
9	Professional Practice in Art and Design	10	3
10	Personal and Professional Development in Art and Design	10	3
11	Freelance Work in Art and Design	10	3
12	Computers in Art and Design	10	3
13	Art and Design Specialist Contextual Investigation	10	3
14	Community Art	10	3
15	Fundraising for Art and Design	5	3
16	Promoting Art and Design Work	10	3
17	Management of Art and Design Projects	10	3
18	Collaborative Working in Art and Design	10	3
19	Educating Through Art and Design	10	3
20	Developing Business Models for the Art and Design Sector	10	3
21	Starting a Small Business	10	3
22	Setting up an Art and Design Studio	10	3

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

Unit	Optional units (Textiles specialist)	Credit	Level
107	Exploring Specialist Textile Techniques	10	3
108	Extending Specialist Textile Techniques	10	3
109	3D Sculptural Textiles	10	3
110	Papermaking and Printmaking	10	3
111	Fabric Manipulation	10	3
112	Feltmaking and Felting	10	3
113	Textile Installation	10	3
114	Woven Textiles	10	3
115	Knitted Textiles	10	3
116	Embroidered Textiles	10	3
117	Surface Pattern	10	3
118	Repeat Pattern	10	3
119	Printed Textiles	10	3

## Edexcel BTEC Level 3 Diploma in Art and Design

The Edexcel BTEC Level 3 Diploma in Art and Design is a 120-credit and 720-guided-learning-hour (GLH) qualification that consists of five mandatory units **plus** optional units that provide for a combined total of 120 credits (where at least 90 credits must be at Level 3 or above).

For the Art and Design pathway, a maximum of 70 credits may be chosen from the Art and Design Specialist list, a maximum of 70 credits from the Professional Specialist list and a maximum of 30 credits from Meeting Local Needs.

**The units for the BTEC Nationals in Art and Design are on the CD ROM contained within the specification pack.**

Edexcel BTEC Level 3 Diploma in Art and Design			
Unit	Mandatory units	Credit	Level
1	Visual Recording in Art and Design	10	3
2	Materials, Techniques, and Processes in Art and Design	10	3
3	Ideas and Concepts in Art and Design	10	3
4	Communication Through Art and Design	10	3
5	Contextual Influences in Art and Design	10	3
Unit	Optional units (Professional specialist)		
6	Application, Exploration and Realisation	20	3
7	Design Methods in Art and Design	10	3
8	Design Principles in Art and Design	10	3
9	Professional Practice in Art and Design	10	3
10	Personal and Professional Development in Art and Design	10	3
11	Freelance Work in Art and Design	10	3
12	Computers in Art and Design	10	3
13	Art and Design Specialist Contextual Investigation	10	3
14	Community Art	10	3
15	Fundraising for Art and Design	5	3
16	Promoting Art and Design Work	10	3
17	Management of Art and Design Projects	10	3
18	Collaborative Working in Art and Design	10	3
19	Educating Through Art and Design	10	3
20	Developing Business Models for the Art and Design Sector	10	3
21	Starting a Small Business	10	3
22	Setting up an Art and Design Studio	10	3

Edexcel BTEC Level 3 Diploma in Art and Design			
Unit	Optional units (Specialist)	Credit	Level
23	Photographic Media, Techniques and Technology	10	3
24	Photographic Studio Techniques	10	3
25	Studio Photography	10	3
26	Specialist Studio Photography	10	3
27	Digital Image Capture and Editing	10	3
28	Commercial Photographic Laboratory Operations	10	3
29	Photography Location Techniques	10	3
30	Location Photography	10	3
31	Specialist Location Photography	10	3
32	Experimental Imagery in Photography	10	3
33	Lens-Based Image Making	10	3
34	Image Manipulation Using Computer Applications	10	3
35	Darkroom Practice	10	3
36	Darkroom Applications	10	3
37	Graphics Media, Techniques and Technology	10	3
38	Mixed Media Image Making	10	3
39	Typefaces and Letter Forms	10	3
40	Typographic and Layout Design	10	3
41	Words and Images in Graphic Design	10	3
42	Design for Advertising	10	3
43	Graphics for 3D Application	10	3
44	Website Design	10	3
45	Graphic Image Making	10	3
46	Digital Storytelling	10	3
47	Factual Writing in Art and Design	10	3
48	Narrative Image Making	10	3
49	Specialist Illustration Using Computer Applications	10	3
50	Information Graphics	10	3
51	3D Computer Modelling	10	3
52	3D Animation	10	3
53	2D Animation Production	10	3
54	Film and Video Editing Techniques	10	3
55	Understanding Video Technology	10	3
56	Producing Video Installation Work	10	3
57	Human-Computer Interfaces for Computer Games	10	3
58	Sound in Interactive Media	10	3
59	Stop Motion Animation Production	10	3
60	Single Camera Techniques	10	3
61	Pre-production Techniques for the Creative Media Industries	5	3

Edexcel BTEC Level 3 Diploma in Art and Design			
Unit	Optional units (Specialist)	Credit	Level
62	Interactive Media Authoring	10	3
63	Interactive Media Design	10	3
64	Introduction to Music Technology	10	3
65	Audio Production Processes and Techniques	10	3
66	Digital Video Production for Interactive Media	10	3
67	Computer Game Engines	10	3
68	Computer Game Design	10	3
69	Sound for Computer Games	10	3
70	Computer Game Story Development	10	3
71	Soundtrack Production for the Moving Image	10	3
72	Drawing Concept Art for Computer Games	10	3
73	Web Animation for Interactive Media	10	3
74	Principles of Software Design and Development	10	3
75	Drawing from Observation	10	3
76	Generating Fine Art Ideas	10	3
77	Fine Art Principles	10	3
78	Developing and Realising Fine Art Ideas	10	3
79	Multi-disciplinary Work in Fine Art	10	3
80	Painting in Fine Art	10	3
81	Printmaking	10	3
82	Sculpture	10	3
83	Public Art	10	3
84	Presenting Fine Art Work	10	3
85	Exploring Specialist Techniques	10	3
86	Extending Specialist Techniques	10	3
87	Exploring Specialist Ceramic Techniques	10	3
88	Extending Specialist Ceramic Techniques	10	3
89	Developing and Realising Design Craft Ideas	10	3
90	3D Design Media, Techniques and Technology	10	3
91	Large-scale Working	10	3
92	Large-scale Design	10	3
93	Small-scale Working	10	3
94	Small-scale Design	10	3
95	Human-scale Working	10	3
96	Human-scale Design	10	3
97	Product Design	10	3
98	Design for Moving Parts	10	3
99	Exploring Resistant Materials	10	3
100	Extending Resistant Materials	10	3

Edexcel BTEC Level 3 Diploma in Art and Design			
Unit	Optional units (Specialist)	Credit	Level
101	Exploring Non-resistant Materials	10	3
102	Extending Non-resistant Materials	10	3
103	Exploring Specialist Glass Techniques	10	3
104	Extending Specialist Glass Techniques	10	3
105	Exploring Specialist Metal and Jewellery Techniques	10	3
106	Extending Specialist Metal and Jewellery Techniques	10	3
107	Exploring Specialist Textile Techniques	10	3
108	Extending Specialist Textile Techniques	10	3
109	3D Sculptural Textiles	10	3
110	Papermaking and Printmaking	10	3
111	Fabric Manipulation	10	3
112	Feltmaking and Felting	10	3
113	Textile Installation	10	3
114	Woven Textiles	10	3
115	Knitted Textiles	10	3
116	Embroidered Textiles	10	3
117	Surface Pattern	10	3
118	Repeat Pattern	10	3
119	Printed Textiles	10	3
120	Fashion Media, Techniques and Technology	10	3
121	Pattern Construction for Fashion and Clothing	10	3
122	Pattern Development for Fashion and Clothing	10	3
123	Pattern Grading for Fashion and Clothing	10	3
124	Production Techniques for Fashion and Clothing	10	3
125	Computer Applications in Fashion	10	3
126	Fashion Marketing	10	3
127	Fashion Visualisation	10	3
128	Garment Production	10	3
129	Accessory Production	10	3
130	Fashion Presentation Techniques	10	3
131	Fashion Promotion	10	3
132	Fashion in Retail	10	3
133	Fashion Styling	10	3
134	Fashion Buying	10	3
135	Developing Costume Design Skills	10	3
136	Make-up Application Skills and Creative Uses in Performance	10	3
137	Hair Styling and Dressing for Performers	10	3

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

The Edexcel BTEC Level 3 Diploma in Art and Design (3D Design) is a 120-credit and 720-guided-learning-hour (GLH) qualification that consists of five mandatory units **plus** optional units that provide for a combined total of 120 credits (where at least 90 credits must be at Level 3 or above).

For 3D Design, a minimum of 40 credits must be chosen from the 3D Design specialist list, a maximum of 30 credits from the professional specialist list and a maximum of 30 credits from Meeting Local Needs.

**The units for the BTEC Nationals in Art and Design are on the CD ROM contained within the specification pack.**

Edexcel BTEC Level 3 Diploma in Art and Design (3D Design)			
Unit	Mandatory units	Credit	Level
1	Visual Recording in Art and Design	10	3
2	Materials, Techniques, and Processes in Art and Design	10	3
3	Ideas and Concepts in Art and Design	10	3
4	Communication Through Art and Design	10	3
5	Contextual Influences in Art and Design	10	3
Unit	Optional units (Professional specialist)		
6	Application, Exploration and Realisation	20	3
7	Design Methods in Art and Design	10	3
8	Design Principles in Art and Design	10	3
9	Professional Practice in Art and Design	10	3
10	Personal and Professional Development in Art and Design	10	3
11	Freelance Work in Art and Design	10	3
12	Computers in Art and Design	10	3
13	Art and Design Specialist Contextual Investigation	10	3
14	Community Art	10	3
15	Fundraising for Art and Design	5	3
16	Promoting Art and Design Work	10	3
17	Management of Art and Design Projects	10	3
18	Collaborative Working in Art and Design	10	3
19	Educating Through Art and Design	10	3
20	Developing Business Models for the Art and Design Sector	10	3
21	Starting a Small Business	10	3
22	Setting up an Art and Design Studio	10	3

Edexcel BTEC Level 3 Diploma in Art and Design (3D Design)			
Unit	Optional units (3D Design specialist)	Credit	Level
43	Graphics for 3D Application	10	3
51	3D Computer Modelling	10	3
83	Public Art	10	3
85	Exploring Specialist Techniques	10	3
86	Extending Specialist Techniques	10	3
90	3D Design Media, Techniques and Technology	10	3
91	Large-scale Working	10	3
92	Large-scale Design	10	3
93	Small-scale Working	10	3
94	Small-scale Design	10	3
95	Human-scale Working	10	3
96	Human-scale Design	10	3
97	Product Design	10	3
98	Design for Moving Parts	10	3

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

The Edexcel BTEC Level 3 Diploma in Art and Design (Design Crafts) is a 120-credit and 720-guided-learning-hour (GLH) qualification that consists of five mandatory units **plus** optional units that provide for a combined total of 120 credits (where at least 90 credits must be at Level 3 or above).

For Design Crafts, a minimum of 40 credits must be chosen from the Design Crafts specialist list, a maximum of 30 credits from the professional specialist list and a maximum of 30 credits from Meeting Local Needs.

**The units for the BTEC Nationals in Art and Design are on the CD ROM contained within the specification pack.**

Edexcel BTEC Level 3 Diploma in Art and Design (Design Crafts)			
Unit	Mandatory units	Credit	Level
1	Visual Recording in Art and Design	10	3
2	Materials, Techniques and Processes in Art and Design	10	3
3	Ideas and Concepts in Art and Design	10	3
4	Communication Through Art and Design	10	3
5	Contextual Influences in Art and Design	10	3
Unit	Optional units (Professional specialist)		
6	Application, Exploration and Realisation in Art and Design	20	3
7	Design Methods in Art and Design	10	3
8	Design Principles in Art and Design	10	3
9	Professional Practice in Art and Design	10	3
10	Personal and Professional Development in Art and Design	10	3
11	Freelance Work in Art and Design	10	3
12	Computers in Art and Design	10	3
13	Art and Design Specialist Contextual Investigation	10	3
14	Community Art	10	3
15	Fundraising for Art and Design	5	3
16	Promoting Art and Design Work	10	3
17	Management of Art and Design Projects	10	3
18	Collaborative Working in Art and Design	10	3
19	Educating Through Art and Design	10	3
20	Developing Business Models for the Art and Design Sector	10	3
21	Starting a Small Business	10	3
22	Setting up an Art and Design Studio	10	3

<b>Edexcel BTEC Level 3 Diploma in Art and Design (Design Crafts)</b>			
<b>Unit</b>	<b>Optional units (Design Crafts specialist)</b>	<b>Credit</b>	<b>Level</b>
85	Exploring Specialist Techniques	10	3
86	Extending Specialist Techniques	10	3
87	Exploring Specialist Ceramic Techniques	10	3
88	Extending Specialist Ceramic Techniques	10	3
89	Developing and Realising Design Craft Ideas	10	3
90	3D Design Media, Techniques and Technology	10	3
98	Design for Moving Parts	10	3
99	Exploring Resistant Materials	10	3
100	Extending Resistant Materials	10	3
101	Exploring Non-resistant Materials	10	3
102	Extending Non-resistant Materials	10	3
103	Exploring Specialist Glass Techniques	10	3
104	Extending Specialist Glass Techniques	10	3
105	Exploring Specialist Metal and Jewellery Techniques	10	3
106	Extending Specialist Metal and Jewellery Techniques	10	3
107	Exploring Specialist Textile Techniques	10	3
108	Extending Specialist Textile Techniques	10	3

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

The Edexcel BTEC Level 3 Diploma in Art and Design (Fashion and Clothing) is a 120-credit and 720-guided-learning-hour (GLH) qualification that consists of five mandatory units **plus** optional units that provide for a combined total of 120 credits (where at least 90 credits must be at Level 3 or above).

For Fashion and Clothing, a minimum of 40 credits must be chosen from the Fashion and Clothing specialist list, a maximum of 30 credits from the professional specialist list and a maximum of 30 credits from Meeting Local Needs.

**The units for the BTEC Nationals in Art and Design are on the CD ROM contained within the specification pack.**

Edexcel BTEC Level 3 Diploma in Art and Design (Fashion and Clothing)			
Unit	Mandatory units	Credit	Level
1	Visual Recording in Art and Design	10	3
2	Materials, Techniques and Processes in Art and Design	10	3
3	Ideas and Concepts in Art and Design	10	3
4	Communication Through Art and Design	10	3
5	Contextual Influences in Art and Design	10	3
Unit	Optional units (Professional specialist)		
6	Application, Exploration and Realisation in Art and Design	20	3
7	Design Methods in Art and Design	10	3
8	Design Principles in Art and Design	10	3
9	Professional Practice in Art and Design	10	3
10	Personal and Professional Development in Art and Design	10	3
11	Freelance Work in Art and Design	10	3
12	Computers in Art and Design	10	3
13	Art and Design Specialist Contextual Investigation	10	3
14	Community Art	10	3
15	Fundraising for Art and Design	5	3
16	Promoting Art and Design Work	10	3
17	Management of Art and Design Projects	10	3
18	Collaborative Working in Art and Design	10	3
19	Educating Through Art and Design	10	3
20	Developing Business Models for the Art and Design Sector	10	3
21	Starting a Small Business	10	3
22	Setting up an Art and Design Studio	10	3

Edexcel BTEC Level 3 Diploma in Art and Design (Fashion and Clothing)			
Unit	Optional units (Fashion and Clothing specialist)	Credit	Level
117	Surface Pattern	10	3
118	Repeat Pattern	10	3
119	Printed Textiles	10	3
120	Fashion Media, Techniques and Technology	10	3
121	Pattern Construction for Fashion and Clothing	10	3
122	Pattern Development for Fashion and Clothing	10	3
123	Pattern Grading for Fashion and Clothing	10	3
124	Production Techniques for Fashion and Clothing	10	3
125	Computer Applications in Fashion	10	3
126	Fashion Marketing	10	3
127	Fashion Visualisation	10	3
128	Garment Production	10	3
129	Accessory Production	10	3
130	Fashion Presentation Techniques	10	3
131	Fashion Promotion	10	3
132	Fashion in Retail	10	3
133	Fashion Styling	10	3
134	Fashion Buying	10	3
135	Developing Costume Design Skills	10	3
136	Make-up Application Skills and Creative Uses in Performance	10	3
137	Hair Styling and Dressing for Performers	10	3

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

The Edexcel BTEC Level 3 Diploma in Art and Design (Fine Art) is a 120-credit and 720-guided-learning-hour (GLH) qualification that consists of five mandatory units **plus** optional units that provide for a combined total of 120 credits (where at least 90 credits must be at Level 3 or above).

For Fine Art, a minimum of 40 credits must be chosen from the Fine Art specialist list, a maximum of 30 credits from the professional specialist list and a maximum of 30 credits from Meeting Local Needs.

**The units for the BTEC Nationals in Art and Design are on the CD ROM contained within the specification pack.**

Edexcel BTEC Level 3 Diploma in Art and Design (Fine Art)			
Unit	Mandatory units	Credit	Level
1	Visual Recording in Art and Design	10	3
2	Materials, Techniques and Processes in Art and Design	10	3
3	Ideas and Concepts in Art and Design	10	3
4	Communication Through Art and Design	10	3
5	Contextual Influences in Art and Design	10	3
Unit	Optional units (Professional specialist)		
6	Application, Exploration and Realisation in Art and Design	20	3
7	Design Methods in Art and Design	10	3
8	Design Principles in Art and Design	10	3
9	Professional Practice in Art and Design	10	3
10	Personal and Professional Development in Art and Design	10	3
11	Freelance Work in Art and Design	10	3
12	Computers in Art and Design	10	3
13	Art and Design Specialist Contextual Investigation	10	3
14	Community Art	10	3
15	Fundraising for Art and Design	5	3
16	Promoting Art and Design Work	10	3
17	Management of Art and Design Projects	10	3
18	Collaborative Working in Art and Design	10	3
19	Educating Through Art and Design	10	3
20	Developing Business Models for the Art and Design Sector	10	3
21	Starting a Small Business	10	3
22	Setting up an Art and Design Studio	10	3

Edexcel BTEC Level 3 Diploma in Art and Design (Fine Art)			
Unit	Optional units (Fine Art specialist)	Credit	Level
34	Image Manipulation Using Computer Applications	10	3
49	Specialist Illustration Using Computer Applications	10	3
54	Film and Video Editing Techniques	10	3
56	Producing Video Installation Work	10	3
75	Drawing from Observation	10	3
76	Generating Fine Art Ideas	10	3
77	Fine Art Principles	10	3
78	Developing and Realising Fine Art Ideas	10	3
79	Multi-disciplinary Work in Fine Art	10	3
80	Painting in Fine Art	10	3
81	Printmaking	10	3
82	Sculpture	10	3
83	Public Art	10	3
84	Presenting Fine Art Work	10	3
87	Exploring Specialist Ceramic Techniques	10	3
88	Extending Specialist Ceramic Techniques	10	3
91	Large-scale Working	10	3
92	Large-scale Design	10	3
109	3D Sculptural Textiles	10	3

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

The Edexcel BTEC Level 3 Diploma in Art and Design (Graphic Design) is a 120-credit and 720-guided-learning-hour (GLH) qualification that consists of five mandatory units **plus** optional units that provide for a combined total of 120 credits (where at least 90 credits must be at Level 3 or above).

For Graphic Design, a minimum of 40 credits must be chosen from the Graphic Design specialist list, a maximum of 30 credits from the professional specialist list and a maximum of 30 credits from Meeting Local Needs.

**The units for the BTEC Nationals in Art and Design are on the CD ROM contained within the specification pack.**

Edexcel BTEC Level 3 Diploma in Art and Design (Graphic Design)			
Unit	Mandatory units	Credit	Level
1	Visual Recording in Art and Design	10	3
2	Materials, Techniques and Processes in Art and Design	10	3
3	Ideas and Concepts in Art and Design	10	3
4	Communication Through Art and Design	10	3
5	Contextual Influences in Art and Design	10	3
Unit	Optional units (Professional specialist)		
6	Application, Exploration and Realisation in Art and Design	20	3
7	Design Methods in Art and Design	10	3
8	Design Principles in Art and Design	10	3
9	Professional Practice in Art and Design	10	3
10	Personal and Professional Development in Art and Design	10	3
11	Freelance Work in Art and Design	10	3
12	Computers in Art and Design	10	3
13	Art and Design Specialist Contextual Investigation	10	3
14	Community Art	10	3
15	Fundraising for Art and Design	5	3
16	Promoting Art and Design Work	10	3
17	Management of Art and Design Projects	10	3
18	Collaborative Working in Art and Design	10	3
19	Educating Through Art and Design	10	3
20	Developing Business Models for the Art and Design Sector	10	3
21	Starting a Small Business	10	3
22	Setting up an Art and Design Studio	10	3

<b>Edexcel BTEC Level 3 Diploma in Art and Design (Graphic Design)</b>			
<b>Unit</b>	<b>Optional units (Graphic Design specialist)</b>	<b>Credit</b>	<b>Level</b>
27	Digital Image Capture and Editing	10	3
33	Lens-based Image Making	10	3
34	Image Manipulation Using Computer Applications	10	3
37	Graphics Media, Techniques and Technology	10	3
38	Mixed Media Image Making	10	3
39	Typefaces and Letter Forms	10	3
40	Typographic and Layout Design	10	3
41	Words and Images in Graphic Design	10	3
42	Design for Advertising	10	3
43	Graphics for 3D Application	10	3
44	Website Design	10	3
45	Graphic Image Making	10	3
46	Digital Storytelling	10	3
47	Factual Writing in Art and Design	10	3
48	Narrative Image Making	10	3
49	Specialist Illustration Using Computer Applications	10	3
50	Information Graphics	10	3
51	3D Computer Modelling	10	3
53	2D Animation Production	10	3
97	Product Design	10	3

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

The Edexcel BTEC Level 3 Diploma in Art and Design (Interactive Media) is a 120-credit and 720-guided-learning-hour (GLH) qualification that consists of five mandatory units **plus** optional units that provide for a combined total of 120 credits (where at least 90 credits must be at Level 3 or above).

For Interactive Media, a minimum of 40 credits must be chosen from the Interactive Media specialist list, a maximum of 30 credits from the professional specialist list and a maximum of 30 credits from Meeting Local Needs.

**The units for the BTEC Nationals in Art and Design are on the CD ROM contained within the specification pack.**

Edexcel BTEC Level 3 Diploma in Art and Design (Interactive Media)			
Unit	Mandatory units	Credit	Level
1	Visual Recording in Art and Design	10	3
2	Materials, Techniques and Processes in Art and Design	10	3
3	Ideas and Concepts in Art and Design	10	3
4	Communication Through Art and Design	10	3
5	Contextual Influences in Art and Design	10	3
Unit	Optional units (Professional specialist)		
6	Application, Exploration and Realisation in Art and Design	20	3
7	Design Methods in Art and Design	10	3
8	Design Principles in Art and Design	10	3
9	Professional Practice in Art and Design	10	3
10	Personal and Professional Development in Art and Design	10	3
11	Freelance Work in Art and Design	10	3
12	Computers in Art and Design	10	3
13	Art and Design Specialist Contextual Investigation	10	3
14	Community Art	10	3
15	Fundraising for Art and Design	5	3
16	Promoting Art and Design Work	10	3
17	Management of Art and Design Projects	10	3
18	Collaborative Working in Art and Design	10	3
19	Educating Through Art and Design	10	3
20	Developing Business Models for the Art and Design Sector	10	3
21	Starting a Small Business	10	3
22	Setting up an Art and Design Studio	10	3

<b>Edexcel BTEC Level 3 Diploma in Art and Design (Interactive Media)</b>			
<b>Unit</b>	<b>Optional units (Interactive Media specialist)</b>	<b>Credit</b>	<b>Level</b>
34	Image Manipulation Using Computer Applications	10	3
44	Website Design	10	3
52	3D Animation	10	3
53	2D Animation Production	10	3
54	Film and Video Editing Techniques	10	3
55	Understanding Video Technology	10	3
56	Producing Video Installation Work	10	3
57	Human-Computer Interfaces for Computer Games	10	3
58	Sound in Interactive Media	10	3
59	Stop Motion Animation Production	10	3
60	Single Camera Techniques	10	3
61	Pre-production Techniques for the Creative Media Industries	5	3
62	Interactive Media Authoring	10	3
63	Interactive Media Design	10	3
64	Introduction to Music Technology	10	3
65	Audio Production Processes and Techniques	10	3
66	Digital Video Production for Interactive Media	10	3
67	Computer Game Engines	10	3
68	Computer Game Design	10	3
69	Sound for Computer Games	10	3
70	Computer Game Story Development	10	3
71	Soundtrack Production for the Moving Image	10	3
72	Drawing Concept Art for Computer Games	10	3
73	Web Animation for Interactive Media	10	3
74	Principles of Software Design and Development	10	3

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

The Edexcel BTEC Level 3 Diploma in Art and Design (Photography) is a 120-credit and 720-guided-learning-hour (GLH) qualification that consists of five mandatory units **plus** optional units that provide for a combined total of 120 credits (where at least 90 credits must be at Level 3 or above).

For Photography, a minimum of 40 credits must be chosen from the Photography specialist list, a maximum of 30 credits from the professional specialist list and a maximum of 30 credits from Meeting Local Needs.

**The units for the BTEC Nationals in Art and Design are on the CD ROM contained within the specification pack.**

Edexcel BTEC Level 3 Diploma in Art and Design (Photography)			
Unit	Mandatory units	Credit	Level
1	Visual Recording in Art and Design	10	3
2	Materials, Techniques and Processes in Art and Design	10	3
3	Ideas and Concepts in Art and Design	10	3
4	Communication Through Art and Design	10	3
5	Contextual Influences in Art and Design	10	3
Unit	Optional units (Professional specialist)		
6	Application, Exploration and Realisation in Art and Design	20	3
7	Design Methods in Art and Design	10	3
8	Design Principles in Art and Design	10	3
9	Professional Practice in Art and Design	10	3
10	Personal and Professional Development in Art and Design	10	3
11	Freelance Work in Art and Design	10	3
12	Computers in Art and Design	10	3
13	Art and Design Specialist Contextual Investigation	10	3
14	Community Art	10	3
15	Fundraising for Art and Design	5	3
16	Promoting Art and Design Work	10	3
17	Management of Art and Design Projects	10	3
18	Collaborative Working in Art and Design	10	3
19	Educating Through Art and Design	10	3
20	Developing Business Models for the Art and Design Sector	10	3
21	Starting a Small Business	10	3
22	Setting up an Art and Design Studio	10	3

<b>Edexcel BTEC Level 3 Diploma in Art and Design (Photography)</b>			
<b>Unit</b>	<b>Optional units (Photography specialist)</b>	<b>Credit</b>	<b>Level</b>
23	Photographic Media, Techniques and Technology	10	3
24	Photographic Studio Techniques	10	3
25	Studio Photography	10	3
26	Specialist Studio Photography	10	3
27	Digital Image Capture and Editing	10	3
28	Commercial Photographic Laboratory Operations	10	3
29	Photography Location Techniques	10	3
30	Location Photography	10	3
31	Specialist Location Photography	10	3
32	Experimental Imagery in Photography	10	3
33	Lens-based Image Making	10	3
34	Image Manipulation Using Computer Applications	10	3
35	Darkroom Practice	10	3
59	Stop Motion Animation Production	10	3
79	Multi-disciplinary Work in Fine Art	10	3
135	Developing Costume Design Skills	10	3
136	Make-up Application Skills and Creative Uses in Performance	10	3
137	Hair Styling and Dressing for Performers	10	3

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

The Edexcel BTEC Level 3 Diploma in Art and Design (Textiles) is a 120-credit and 720-guided-learning-hour (GLH) qualification that consists of five mandatory units **plus** optional units that provide for a combined total of 120 credits (where at least 90 credits must be at Level 3 or above).

For Textiles, a minimum of 40 credits must be chosen from the Textiles specialist list, a maximum of 30 credits from the professional specialist list and a maximum of 30 credits from Meeting Local Needs.

**The units for the BTEC Nationals in Art and Design are on the CD ROM contained within the specification pack.**

Edexcel BTEC Level 3 Diploma in Art and Design (Textiles)			
Unit	Mandatory units	Credit	Level
1	Visual Recording in Art and Design	10	3
2	Materials, Techniques and Processes in Art and Design	10	3
3	Ideas and Concepts in Art and Design	10	3
4	Communication Through Art and Design	10	3
5	Contextual Influences in Art and Design	10	3
Unit	Optional units (Professional specialist)		
6	Application, Exploration and Realisation in Art and Design	20	3
7	Design Methods in Art and Design	10	3
8	Design Principles in Art and Design	10	3
9	Professional Practice in Art and Design	10	3
10	Personal and Professional Development in Art and Design	10	3
11	Freelance Work in Art and Design	10	3
12	Computers in Art and Design	10	3
13	Art and Design Specialist Contextual Investigation	10	3
14	Community Art	10	3
15	Fundraising for Art and Design	5	3
16	Promoting Art and Design Work	10	3
17	Management of Art and Design Projects	10	3
18	Collaborative Working in Art and Design	10	3
19	Educating Through Art and Design	10	3
20	Developing Business Models for the Art and Design Sector	10	3
21	Starting a Small Business	10	3
22	Setting up an Art and Design Studio	10	3

Edexcel BTEC Level 3 Diploma in Art and Design (Textiles)			
Unit	Optional units (Textiles specialist)	Credit	Level
34	Image Manipulation Using Computer Applications	10	3
75	Drawing from Observation	10	3
107	Exploring Specialist Textile Techniques	10	3
108	Extending Specialist Textile Techniques	10	3
109	3D Sculptural Textiles	10	3
110	Papermaking and Printmaking	10	3
111	Fabric Manipulation	10	3
112	Feltmaking and Felting	10	3
113	Textile Installation	10	3
114	Woven Textiles	10	3
115	Knitted Textiles	10	3
116	Embroidered Textiles	10	3
117	Surface Pattern	10	3
118	Repeat Pattern	10	3
119	Printed Textiles	10	3

## Edexcel BTEC Level 3 Extended Diploma in Art and Design

The Edexcel BTEC Level 3 National Diploma in Art and Design consists of five mandatory units plus optional units that provide for a combined total of 180 credits and 1080-guided-learning-hours (GLH) for the completed qualification.

For the Art and Design pathway, a minimum of 40 credits must be chosen from the Art and Design Specialist list, a maximum of 90 credits from the Professional Specialist list and a maximum of 45 credits from Meeting Local Needs.

**The units for the BTEC Nationals in Art and Design are on the CD ROM contained within the specification pack.**

Edexcel BTEC Level 3 Extended Diploma in Art and Design			
Unit	Mandatory units	Credit	Level
1	Visual Recording in Art and Design	10	3
2	Materials, Techniques, and Processes in Art and Design	10	3
3	Ideas and Concepts in Art and Design	10	3
4	Communication Through Art and Design	10	3
5	Contextual Influences in Art and Design	10	3
Unit	Optional units (Professional specialist)		
6	Application, Exploration and Realisation	20	3
7	Design Methods in Art and Design	10	3
8	Design Principles in Art and Design	10	3
9	Professional Practice in Art and Design	10	3
10	Personal and Professional Development in Art and Design	10	3
11	Freelance Work in Art and Design	10	3
12	Computers in Art and Design	10	3
13	Art and Design Specialist Contextual Investigation	10	3
14	Community Art	10	3
15	Fundraising for Art and Design	5	3
16	Promoting Art and Design Work	10	3
17	Management of Art and Design Projects	10	3
18	Collaborative Working in Art and Design	10	3
19	Educating Through Art and Design	10	3
20	Developing Business Models for the Art and Design Sector	10	3
21	Starting a Small Business	10	3
22	Setting up an Art and Design Studio	10	3

Edexcel BTEC Level 3 Extended Diploma in Art and Design			
Unit	Optional units (Specialist)	Credit	Level
23	Photographic Media, Techniques and Technology	10	3
24	Photographic Studio Techniques	10	3
25	Studio Photography	10	3
26	Specialist Studio Photography	10	3
27	Digital Image Capture and Editing	10	3
28	Commercial Photographic Laboratory Operations	10	3
29	Photography Location Techniques	10	3
30	Location Photography	10	3
31	Specialist Location Photography	10	3
32	Experimental Imagery in Photography	10	3
33	Lens-Based Image Making	10	3
34	Image Manipulation Using Computer Applications	10	3
35	Darkroom Practice	10	3
36	Darkroom Applications	10	3
37	Graphics Media, Techniques and Technology	10	3
38	Mixed Media Image Making	10	3
39	Typefaces and Letter Forms	10	3
40	Typographic and Layout Design	10	3
41	Words and Images in Graphic Design	10	3
42	Design for Advertising	10	3
43	Graphics for 3D Application	10	3
44	Website Design	10	3
45	Graphic Image Making	10	3
46	Digital Storytelling	10	3
47	Factual Writing in Art and Design	10	3
48	Narrative Image Making	10	3
49	Specialist Illustration Using Computer Applications	10	3
50	Information Graphics	10	3
51	3D Computer Modelling	10	3
52	3D Animation	10	3
53	2D Animation Production	10	3
54	Film and Video Editing Techniques	10	3
55	Understanding Video Technology	10	3
56	Producing Video Installation Work	10	3
57	Human-Computer Interfaces for Computer Games	10	3
58	Sound in Interactive Media	10	3
59	Stop Motion Animation Production	10	3
60	Single Camera Techniques	10	3
61	Pre-production Techniques for the Creative Media Industries	5	3

Edexcel BTEC Level 3 Extended Diploma in Art and Design			
Unit	Optional units (Specialist)	Credit	Level
62	Interactive Media Authoring	10	3
63	Interactive Media Design	10	3
64	Introduction to Music Technology	10	3
65	Audio Production Processes and Techniques	10	3
66	Digital Video Production for Interactive Media	10	3
67	Computer Game Engines	10	3
68	Computer Game Design	10	3
69	Sound for Computer Games	10	3
70	Computer Game Story Development	10	3
71	Soundtrack Production for the Moving Image	10	3
72	Drawing Concept Art for Computer Games	10	3
73	Web Animation for Interactive Media	10	3
74	Principles of Software Design and Development	10	3
75	Drawing from Observation	10	3
76	Generating Fine Art Ideas	10	3
77	Fine Art Principles	10	3
78	Developing and Realising Fine Art Ideas	10	3
79	Multi-disciplinary Work in Fine Art	10	3
80	Painting in Fine Art	10	3
81	Printmaking	10	3
82	Sculpture	10	3
83	Public Art	10	3
84	Presenting Fine Art Work	10	3
85	Exploring Specialist Techniques	10	3
86	Extending Specialist Techniques	10	3
87	Exploring Specialist Ceramic Techniques	10	3
88	Extending Specialist Ceramic Techniques	10	3
89	Developing and Realising Design Craft Ideas	10	3
90	3D Design Media, Techniques and Technology	10	3
91	Large-scale Working	10	3
92	Large-scale Design	10	3
93	Small-scale Working	10	3
94	Small-scale Design	10	3
95	Human-scale Working	10	3
96	Human-scale Design	10	3
97	Product Design	10	3
98	Design for Moving Parts	10	3
99	Exploring Resistant Materials	10	3
100	Extending Resistant Materials	10	3

Edexcel BTEC Level 3 Extended Diploma in Art and Design			
Unit	Optional units (Specialist)	Credit	Level
101	Exploring Non-resistant Materials	10	3
102	Extending Non-resistant Materials	10	3
103	Exploring Specialist Glass Techniques	10	3
104	Extending Specialist Glass Techniques	10	3
105	Exploring Specialist Metal and Jewellery Techniques	10	3
106	Extending Specialist Metal and Jewellery Techniques	10	3
107	Exploring Specialist Textile Techniques	10	3
108	Extending Specialist Textile Techniques	10	3
109	3D Sculptural Textiles	10	3
110	Papermaking and Printmaking	10	3
111	Fabric Manipulation	10	3
112	Feltmaking and Felting	10	3
113	Textile Installation	10	3
114	Woven Textiles	10	3
115	Knitted Textiles	10	3
116	Embroidered Textiles	10	3
117	Surface Pattern	10	3
118	Repeat Pattern	10	3
119	Printed Textiles	10	3
120	Fashion Media, Techniques and Technology	10	3
121	Pattern Construction for Fashion and Clothing	10	3
122	Pattern Development for Fashion and Clothing	10	3
123	Pattern Grading for Fashion and Clothing	10	3
124	Production Techniques for Fashion and Clothing	10	3
125	Computer Applications in Fashion	10	3
126	Fashion Marketing	10	3
127	Fashion Visualisation	10	3
128	Garment Production	10	3
129	Accessory Production	10	3
130	Fashion Presentation Techniques	10	3
131	Fashion Promotion	10	3
132	Fashion in Retail	10	3
133	Fashion Styling	10	3
134	Fashion Buying	10	3
135	Developing Costume Design Skills	10	3
136	Make-up Application Skills and Creative Uses in Performance	10	3
137	Hair Styling and Dressing for Performers	10	3

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

The Edexcel BTEC Level 3 National Diploma in Art and Design (3D Design) consists of five mandatory units **plus** optional units that provide for a combined total of 180 credits and 1080-guided-learning-hours (GLH) for the completed qualification.

For 3D Design, a minimum of 70 credits must be chosen from the 3D Design specialist list, a maximum of 60 credits from the professional specialist list or from any other specialist art and design unit and a maximum of 45 credits from Meeting Local Needs.

**The units for the BTEC Nationals in Art and Design are on the CD ROM contained within the specification pack.**

Edexcel BTEC Level 3 Extended Diploma in Art and Design (3D Design)			
Unit	Mandatory units	Credit	Level
1	Visual Recording in Art and Design	10	3
2	Materials, Techniques, and Processes in Art and Design	10	3
3	Ideas and Concepts in Art and Design	10	3
4	Communication Through Art and Design	10	3
5	Contextual Influences in Art and Design	10	3
Unit	Optional units (Professional specialist)		
6	Application, Exploration and Realisation	20	3
7	Design Methods in Art and Design	10	3
8	Design Principles in Art and Design	10	3
9	Professional Practice in Art and Design	10	3
10	Personal and Professional Development in Art and Design	10	3
11	Freelance Work in Art and Design	10	3
12	Computers in Art and Design	10	3
13	Art and Design Specialist Contextual Investigation	10	3
14	Community Art	10	3
15	Fundraising for Art and Design	5	3
16	Promoting Art and Design Work	10	3
17	Management of Art and Design Projects	10	3
18	Collaborative Working in Art and Design	10	3
19	Educating Through Art and Design	10	3
20	Developing Business Models for the Art and Design Sector	10	3
21	Starting a Small Business	10	3
22	Setting up an Art and Design Studio	10	3

Edexcel BTEC Level 3 Extended Diploma in Art and Design (3D Design)			
Unit	Optional units (3D Design specialist)	Credit	Level
43	Graphics for 3D Application	10	3
49	Specialist Illustration Using Computer Applications	10	3
51	3D Computer Modelling	10	3
83	Public Art	10	3
85	Exploring Specialist Techniques	10	3
86	Extending Specialist Techniques	10	3
90	3D Design Media, Techniques and Technology	10	3
91	Large-scale Working	10	3
92	Large-scale Design	10	3
93	Small-scale Working	10	3
94	Small-scale Design	10	3
95	Human-scale Working	10	3
96	Human-scale Design	10	3
97	Product Design	10	3
98	Design for Moving Parts	10	3
109	3D Sculptural Textiles	10	3

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

The Edexcel BTEC Level 3 National Diploma in Art and Design (Design Crafts) consists of five mandatory units **plus** optional units that provide for a combined total of 180 credits and 1080-guided-learning-hours (GLH) for the completed qualification.

For Design Crafts, a minimum of 70 credits must be chosen from the Design Crafts specialist list, a maximum of 60 credits from the professional specialist list or from any other specialist art and design unit and a maximum of 45 credits from Meeting Local Needs.

**The units for the BTEC Nationals in Art and Design are on the CD ROM contained within the specification pack.**

Edexcel BTEC Level 3 Extended Diploma in Art and Design (Design Crafts)			
Unit	Mandatory units	Credit	Level
1	Visual Recording in Art and Design	10	3
2	Materials, Techniques and Processes in Art and Design	10	3
3	Ideas and Concepts in Art and Design	10	3
4	Communication Through Art and Design	10	3
5	Contextual Influences in Art and Design	10	3
Unit	Optional units (Professional specialist)		
6	Application, Exploration and Realisation in Art and Design	20	3
7	Design Methods in Art and Design	10	3
8	Design Principles in Art and Design	10	3
9	Professional Practice in Art and Design	10	3
10	Personal and Professional Development in Art and Design	10	3
11	Freelance Work in Art and Design	10	3
12	Computers in Art and Design	10	3
13	Art and Design Specialist Contextual Investigation	10	3
14	Community Art	10	3
15	Fundraising for Art and Design	5	3
16	Promoting Art and Design Work	10	3
17	Management of Art and Design Projects	10	3
18	Collaborative Working in Art and Design	10	3
19	Educating Through Art and Design	10	3
20	Developing Business Models for the Art and Design Sector	10	3
21	Starting a Small Business	10	3
22	Setting up an Art and Design Studio	10	3

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

<b>Unit</b>	<b>Optional units (Design Crafts specialist)</b>	<b>Credit</b>	<b>Level</b>
75	Drawing from Observation	10	3
79	Multi-disciplinary Work in Fine Art	10	3
85	Exploring Specialist Techniques	10	3
86	Extending Specialist Techniques	10	3
87	Exploring Specialist Ceramic Techniques	10	3
88	Extending Specialist Ceramic Techniques	10	3
89	Developing and Realising Design Craft Ideas	10	3
90	3D Design Media, Techniques and Technology	10	3
93	Small-scale Working	10	3
94	Small-scale Design	10	3
98	Design for Moving Parts	10	3
99	Exploring Resistant Materials	10	3
100	Extending Resistant Materials	10	3
101	Exploring Non-resistant Materials	10	3
102	Extending Non-resistant Materials	10	3
103	Exploring Specialist Glass Techniques	10	3
104	Extending Specialist Glass Techniques	10	3
105	Exploring Specialist Metal and Jewellery Techniques	10	3
106	Extending Specialist Metal and Jewellery Techniques	10	3
107	Exploring Specialist Textile Techniques	10	3
108	Extending Specialist Textile Techniques	10	3

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

The Edexcel BTEC Level 3 National Diploma in Art and Design (Fashion and Clothing) consists of five mandatory units **plus** optional units that provide for a combined total of 180 credits and 1080-guided-learning-hours (GLH) for the completed qualification.

For Fashion and Clothing, a minimum of 70 credits must be chosen from the Fashion and Clothing specialist list, a maximum of 60 credits from the professional specialist list or from any other specialist art and design unit and a maximum of 45 credits from Meeting Local Needs.

**The units for the BTEC Nationals in Art and Design are on the CD ROM contained within the specification pack.**

Edexcel BTEC Level 3 Extended Diploma in Art and Design (Fashion and Clothing)			
Unit	Mandatory units	Credit	Level
1	Visual Recording in Art and Design	10	3
2	Materials, Techniques and Processes in Art and Design	10	3
3	Ideas and Concepts in Art and Design	10	3
4	Communication Through Art and Design	10	3
5	Contextual Influences in Art and Design	10	3
Unit	Optional units (Professional specialist)		
6	Application, Exploration and Realisation in Art and Design	20	3
7	Design Methods in Art and Design	10	3
8	Design Principles in Art and Design	10	3
9	Professional Practice in Art and Design	10	3
10	Personal and Professional Development in Art and Design	10	3
11	Freelance Work in Art and Design	10	3
12	Computers in Art and Design	10	3
13	Art and Design Specialist Contextual Investigation	10	3
14	Community Art	10	3
15	Fundraising for Art and Design	5	3
16	Promoting Art and Design Work	10	3
17	Management of Art and Design Projects	10	3
18	Collaborative Working in Art and Design	10	3
19	Educating Through Art and Design	10	3
20	Developing Business Models for the Art and Design Sector	10	3
21	Starting a Small Business	10	3
22	Setting up an Art and Design Studio	10	3

Edexcel BTEC Level 3 Extended Diploma in Art and Design (Fashion and Clothing)			
Unit	Optional units (Fashion and Clothing specialist)	Credit	Level
49	Specialist Illustration Using Computer Applications	10	3
75	Drawing from Observation	10	3
93	Small-scale Working	10	3
94	Small-scale Design	10	3
95	Human-scale Working	10	3
96	Human-scale Design	10	3
117	Surface Pattern	10	3
118	Repeat Pattern	10	3
119	Printed Textiles	10	3
120	Fashion Media, Techniques and Technology	10	3
121	Pattern Construction for Fashion and Clothing	10	3
122	Pattern Development for Fashion and Clothing	10	3
123	Pattern Grading for Fashion and Clothing	10	3
124	Production Techniques for Fashion and Clothing	10	3
125	Computer Applications in Fashion	10	3
126	Fashion Marketing	10	3
127	Fashion Visualisation	10	3
128	Garment Production	10	3
129	Accessory Production	10	3
130	Fashion Presentation Techniques	10	3
131	Fashion Promotion	10	3
132	Fashion in Retail	10	3
133	Fashion Styling	10	3
134	Fashion Buying	10	3
135	Developing Costume Design Skills	10	3
136	Make-up Application Skills and Creative Uses in Performance	10	3
137	Hair Styling and Dressing for Performers	10	3

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

The Edexcel BTEC Level 3 National Diploma in Art and Design (Fine Art) consists of five mandatory units **plus** optional units that provide for a combined total of 180 credits and 1080-guided-learning-hours (GLH) for the completed qualification.

For Fine Art, a minimum of 70 credits must be chosen from the Fine Art specialist list, a maximum of 60 credits from the professional specialist list or from any other specialist art and design unit and a maximum of 45 credits from Meeting Local Needs.

**The units for the BTEC Nationals in Art and Design are on the CD ROM contained within the specification pack.**

Edexcel BTEC Level 3 Extended Diploma in Art and Design (Fine Art)			
Unit	Mandatory units	Credit	Level
1	Visual Recording in Art and Design	10	3
2	Materials, Techniques and Processes in Art and Design	10	3
3	Ideas and Concepts in Art and Design	10	3
4	Communication Through Art and Design	10	3
5	Contextual Influences in Art and Design	10	3
Unit	Optional units (Professional specialist)		
6	Application, Exploration and Realisation in Art and Design	20	3
7	Design Methods in Art and Design	10	3
8	Design Principles in Art and Design	10	3
9	Professional Practice in Art and Design	10	3
10	Personal and Professional Development in Art and Design	10	3
11	Freelance Work in Art and Design	10	3
12	Computers in Art and Design	10	3
13	Art and Design Specialist Contextual Investigation	10	3
14	Community Art	10	3
15	Fundraising for Art and Design	5	3
16	Promoting Art and Design Work	10	3
17	Management of Art and Design Projects	10	3
18	Collaborative Working in Art and Design	10	3
19	Educating Through Art and Design	10	3
20	Developing Business Models for the Art and Design Sector	10	3
21	Starting a Small Business	10	3
22	Setting up an Art and Design Studio	10	3

Edexcel BTEC Level 3 Extended Diploma in Art and Design (Fine Art)			
Unit	Optional units (Fine Art specialist)	Credit	Level
32	Experimental Imagery in Photography	10	3
34	Image Manipulation Using Computer Applications	10	3
45	Graphic Image Making	10	3
48	Narrative Image Making	10	3
49	Specialist Illustration Using Computer Applications	10	3
54	Film and Video Editing Techniques	10	3
56	Producing Video Installation Work	10	3
58	Sound in Interactive Media	10	3
59	Stop Motion Animation Production	10	3
60	Single Camera Techniques	10	3
75	Drawing from Observation	10	3
76	Generating Fine Art Ideas	10	3
77	Fine Art Principles	10	3
78	Developing and Realising Fine Art Ideas	10	3
79	Multi-disciplinary Work in Fine Art	10	3
80	Painting in Fine Art	10	3
81	Printmaking	10	3
82	Sculpture	10	3
83	Public Art	10	3
84	Presenting Fine Art Work	10	3
88	Extending Specialist Ceramic Techniques	10	3
91	Large-scale Working	10	3
92	Large-scale Design	10	3
109	3D Sculptural Textiles	10	3

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

The Edexcel BTEC Level 3 National Diploma in Art and Design consists of five mandatory units **plus** optional units that provide for a combined total of 180 credits and 1080-guided-learning-hours (GLH) for the completed qualification.

For Graphic Design, a minimum of 70 credits must be chosen from the Graphic Design specialist list, a maximum of 60 credits from the professional specialist list or from any other specialist art and design unit and a maximum of 45 credits from Meeting Local Needs.

**The units for the BTEC Nationals in Art and Design are on the CD ROM contained within the specification pack.**

Edexcel BTEC Level 3 Extended Diploma in Art and Design (Graphic Design)			
Unit	Mandatory units	Credit	Level
1	Visual Recording in Art and Design	10	3
2	Materials, Techniques and Processes in Art and Design	10	3
3	Ideas and Concepts in Art and Design	10	3
4	Communication Through Art and Design	10	3
5	Contextual Influences in Art and Design	10	3
Unit	Optional units (Professional specialist)		
6	Application, Exploration and Realisation in Art and Design	20	3
7	Design Methods in Art and Design	10	3
8	Design Principles in Art and Design	10	3
9	Professional Practice in Art and Design	10	3
10	Personal and Professional Development in Art and Design	10	3
11	Freelance Work in Art and Design	10	3
12	Computers in Art and Design	10	3
13	Art and Design Specialist Contextual Investigation	10	3
14	Community Art	10	3
15	Fundraising for Art and Design	5	3
16	Promoting Art and Design Work	10	3
17	Management of Art and Design Projects	10	3
18	Collaborative Working in Art and Design	10	3
19	Educating Through Art and Design	10	3
20	Developing Business Models for the Art and Design Sector	10	3
21	Starting a Small Business	10	3
22	Setting up an Art and Design Studio	10	3

Edexcel BTEC Level 3 Extended Diploma in Art and Design (Graphic Design)			
Unit	Optional units (Graphic Design specialist)	Credit	Level
24	Photographic Studio Techniques	10	3
27	Digital Image Capture and Editing	10	3
29	Photography Location Techniques	10	3
32	Experimental Imagery in Photography	10	3
33	Lens-based Image Making	10	3
34	Image Manipulation Using Computer Applications	10	3
37	Graphics Media, Techniques and Technology	10	3
38	Mixed Media Image Making	10	3
39	Typefaces and Letter Forms	10	3
40	Typographic and Layout Design	10	3
41	Words and Images in Graphic Design	10	3
42	Design for Advertising	10	3
43	Graphics for 3D Application	10	3
44	Website Design	10	3
45	Graphic Image Making	10	3
47	Factual Writing in Art and Design	10	3
48	Narrative Image Making	10	3
49	Specialist Illustration Using Computer Applications	10	3
50	Information Graphics	10	3
51	3D Computer Modelling	10	3
53	2D Animation Production	10	3
57	Human-Computer Interfaces for Computer Games	10	3
58	Sound in Interactive Media	10	3
97	Product Design	10	3

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

The Edexcel BTEC Level 3 National Diploma in Art and Design (Interactive Media) consists of five mandatory units **plus** optional units that provide for a combined total of 180 credits and 1080-guided-learning-hours (GLH) for the completed qualification.

For Interactive Media, a minimum of 70 credits must be chosen from the Interactive Media specialist list, a maximum of 60 credits from the professional specialist list or from any other specialist art and design unit and a maximum of 45 credits from Meeting Local Needs.

**The units for the BTEC Nationals in Art and Design are on the CD ROM contained within the specification pack.**

Edexcel BTEC Level 3 Extended Diploma in Art and Design (Interactive Media)			
Unit	Mandatory units	Credit	Level
1	Visual Recording in Art and Design	10	3
2	Materials, Techniques and Processes in Art and Design	10	3
3	Ideas and Concepts in Art and Design	10	3
4	Communication Through Art and Design	10	3
5	Contextual Influences in Art and Design	10	3
Unit	Optional units (Professional specialist)		
6	Application, Exploration and Realisation in Art and Design	20	3
7	Design Methods in Art and Design	10	3
8	Design Principles in Art and Design	10	3
9	Professional Practice in Art and Design	10	3
10	Personal and Professional Development in Art and Design	10	3
11	Freelance Work in Art and Design	10	3
12	Computers in Art and Design	10	3
13	Art and Design Specialist Contextual Investigation	10	3
14	Community Art	10	3
15	Fundraising for Art and Design	5	3
16	Promoting Art and Design Work	10	3
17	Management of Art and Design Projects	10	3
18	Collaborative Working in Art and Design	10	3
19	Educating Through Art and Design	10	3
20	Developing Business Models for the Art and Design Sector	10	3
21	Starting a Small Business	10	3
22	Setting up an Art and Design Studio	10	3

Edexcel BTEC Level 3 Extended Diploma in Art and Design (Interactive Media)			
Unit	Optional units (Interactive Media specialist)	Credit	Level
34	Image Manipulation Using Computer Applications	10	3
44	Website Design	10	3
45	Graphic Image Making	10	3
46	Digital Storytelling	10	3
52	3D Animation	10	3
53	2D Animation Production	10	3
54	Film and Video Editing Techniques	10	3
55	Understanding Video Technology	10	3
56	Producing Video Installation Work	10	3
57	Human-Computer Interfaces for Computer Games	10	3
58	Sound in Interactive Media	10	3
59	Stop Motion Animation Production	10	3
60	Single Camera Techniques	10	3
61	Pre-production Techniques for the Creative Media Industries	5	3
62	Interactive Media Authoring	10	3
63	Interactive Media Design	10	3
64	Introduction to Music Technology	10	3
65	Audio Production Processes and Techniques	10	3
66	Digital Video Production for Interactive Media	10	3
67	Computer Game Engines	10	3
68	Computer Game Design	10	3
69	Sound for Computer Games	10	3
70	Computer Game Story Development	10	3
71	Soundtrack Production for the Moving Image	10	3
72	Drawing Concept Art for Computer Games	10	3
73	Web Animation for Interactive Media	10	3
74	Principles of Software Design and Development	10	3

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

The Edexcel BTEC Level 3 National Diploma in Art and Design (Photography) consists of five mandatory units **plus** optional units that provide for a combined total of 180 credits and 1080-guided-learning-hours (GLH) for the completed qualification.

For Photography, a minimum of 70 credits must be chosen from the Photography specialist list, a maximum of 60 credits from the professional specialist list or from any other specialist art and design unit and a maximum of 45 credits from Meeting Local Needs.

**The units for the BTEC Nationals in Art and Design are on the CD ROM contained within the specification pack.**

Edexcel BTEC Level 3 Extended Diploma in Art and Design (Photography)			
Unit	Mandatory units	Credit	Level
1	Visual Recording in Art and Design	10	3
2	Materials, Techniques and Processes in Art and Design	10	3
3	Ideas and Concepts in Art and Design	10	3
4	Communication Through Art and Design	10	3
5	Contextual Influences in Art and Design	10	3
Unit	Optional units (Professional specialist)		
6	Application, Exploration and Realisation in Art and Design	20	3
7	Design Methods in Art and Design	10	3
8	Design Principles in Art and Design	10	3
9	Professional Practice in Art and Design	10	3
10	Personal and Professional Development in Art and Design	10	3
11	Freelance Work in Art and Design	10	3
12	Computers in Art and Design	10	3
13	Art and Design Specialist Contextual Investigation	10	3
14	Community Art	10	3
15	Fundraising for Art and Design	5	3
16	Promoting Art and Design Work	10	3
17	Management of Art and Design Projects	10	3
18	Collaborative Working in Art and Design	10	3
19	Educating Through Art and Design	10	3
20	Developing Business Models for the Art and Design Sector	10	3
21	Starting a Small Business	10	3
22	Setting up an Art and Design Studio	10	3

Edexcel BTEC Level 3 Extended Diploma in Art and Design (Photography)			
Unit	Optional units (Photography specialist)	Credit	Level
23	Photographic Media, Techniques and Technology	10	3
24	Photographic Studio Techniques	10	3
25	Studio Photography	10	3
26	Specialist Studio Photography	10	3
27	Digital Image Capture and Editing	10	3
28	Commercial Photographic Laboratory Operations	10	3
29	Photography Location Techniques	10	3
30	Location Photography	10	3
31	Specialist Location Photography	10	3
32	Experimental Imagery in Photography	10	3
33	Lens-based Image Making	10	3
34	Image Manipulation Using Computer Applications	10	3
35	Darkroom Practice	10	3
36	Darkroom Applications	10	3
38	Mixed Media Image Making	10	3
48	Narrative Image Making	10	3
54	Film and Video Editing Techniques	10	3
59	Stop Motion Animation Production	10	3
60	Single Camera Techniques	10	3
79	Multi-disciplinary Work in Fine Art	10	3
135	Developing Costume Design Skills	10	3
136	Make-up Application Skills and Creative Uses in Performance	10	3
137	Hair Styling and Dressing for Performers	10	3

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

The Edexcel BTEC Level 3 National Diploma in Art and Design (Textiles) consists of five mandatory units **plus** optional units that provide for a combined total of 180 credits and 1080-guided-learning-hours (GLH) for the completed qualification.

For Textiles, a minimum of 70 credits must be chosen from the Textiles specialist list, a maximum of 60 credits from the professional specialist list or from any other specialist art and design unit and a maximum of 45 credits from Meeting Local Needs.

**The units for the BTEC Nationals in Art and Design are on the CD ROM contained within the specification pack.**

Edexcel BTEC Level 3 Extended Diploma in Art and Design (Textiles)			
Unit	Mandatory units	Credit	Level
1	Visual Recording in Art and Design	10	3
2	Materials, Techniques and Processes in Art and Design	10	3
3	Ideas and Concepts in Art and Design	10	3
4	Communication Through Art and Design	10	3
5	Contextual Influences in Art and Design	10	3
Unit	Optional units (Professional specialist)		
6	Application, Exploration and Realisation in Art and Design	20	3
7	Design Methods in Art and Design	10	3
8	Design Principles in Art and Design	10	3
9	Professional Practice in Art and Design	10	3
10	Personal and Professional Development in Art and Design	10	3
11	Freelance Work in Art and Design	10	3
12	Computers in Art and Design	10	3
13	Art and Design Specialist Contextual Investigation	10	3
14	Community Art	10	3
15	Fundraising for Art and Design	10	3
16	Promoting Art and Design Work	10	3
17	Management of Art and Design Projects	10	3
18	Collaborative Working in Art and Design	10	3
19	Educating Through Art and Design	10	3
20	Developing Business Models for the Art and Design Sector	10	3
21	Starting a Small Business	10	3
22	Setting up an Art and Design Studio	10	3

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

<b>Unit</b>	<b>Optional units (Textiles specialist)</b>	<b>Credit</b>	<b>Level</b>
34	Image Manipulation Using Computer Applications	10	3
75	Drawing from Observation	10	3
79	Multi-disciplinary Work in Fine Art	10	3
84	Presenting Fine Art Work	10	3
107	Exploring Specialist Textile Techniques	10	3
108	Extending Specialist Textile Techniques	10	3
109	3D Sculptural Textiles	10	3
110	Papermaking and Printmaking	10	3
111	Fabric Manipulation	10	3
112	Feltmaking and Felting	10	3
113	Textile Installation	10	3
114	Woven Textiles	10	3
115	Knitted Textiles	10	3
116	Embroidered Textiles	10	3
117	Surface Pattern	10	3
118	Repeat Pattern	10	3
119	Printed Textiles	10	3
121	Pattern Construction for Fashion and Clothing	10	3
122	Pattern Development for Fashion and Clothing	10	3

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# Assessment and grading

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In 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 within the qualification has specified assessment and grading criteria which are to be used for grading purposes. A summative unit grade can be awarded at pass, merit or distinction:

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

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

## Grading domains

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The grading criteria are developed in relation to grading domains which are exemplified by a number of indicative characteristics at the level of the qualification.

There are four BTEC National grading domains:

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

Please refer to Annexe B which shows the merit and distinction indicative characteristics.

## Guidance

The purpose of assessment is to ensure that effective learning has taken place to give learners the opportunity to:

- meet the assessment and grading criteria and
- achieve the learning outcomes within the units.

All the assignments created by centres should be reliable and fit for purpose, and should build on the assessment and grading criteria. Assessment tasks and activities should enable learners to produce valid, sufficient and reliable evidence that relates directly to the specified criteria. Centres should enable learners to produce evidence in a variety of different forms, including written reports, graphs and posters, along with projects, performance observation and time-constrained assessments.

Centres are encouraged to emphasise the practical application of the assessment and 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 achievement and their importance cannot be over-emphasised.

The assessment and grading criteria must be clearly indicated in the fit-for-purpose assignments. This gives learners focus and helps with internal verification and standardisation processes. It will also help to ensure that learner feedback is specific to the assessment and grading criteria.

When looking at the assessment and grading grids and designing assignments, centres are encouraged to identify common topics and themes.

The units include guidance on appropriate assessment methodology. A central feature of vocational assessment is that it allows for assessment to be:

- current, ie to reflect the most recent developments and issues
- local, ie to reflect the employment context of the delivering centre
- flexible to reflect learner needs, ie at a time and in a way that matches the learner's requirements so that they can demonstrate achievement.

## Calculation of the qualification grade

### Pass qualification grade

Learners who achieve the minimum eligible credit value specified by the rule of combination will achieve the qualification at pass grade (see Rules of combination for Edexcel BTEC Level 3 National qualifications).

### Qualification grades above pass grade

Learners will be awarded a merit or distinction or distinction\* qualification grade (or combination of these grades appropriate to the qualification) by the aggregation of points gained through the successful achievement of individual units. The number of points available is dependent on the unit level and grade achieved, and the credit size of the unit (as shown in the 'points available for credits achieved at different QCF Levels and unit grades' below).

### Points available for credits achieved at different QCF Levels and unit grades

The table below shows the **number of points scored per credit** at the unit level and grade.

Unit QCF level	Points per credit		
	Pass	Merit	Distinction
Level 2	5	6	7
<b>Level 3</b>	<b>7</b>	<b>8</b>	<b>9</b>
Level 4	9	10	11

Learners who achieve the correct number of points within the ranges shown in the 'qualification grade' table will achieve the qualification merit or distinction or distinction\* grade (or combinations of these grades appropriate to the qualification).

## Qualification grade

### BTEC Level 3 Certificate

Points range above pass grade	Grade	
230-249	Merit	M
250-259	Distinction	D
260 and above	Distinction*	D*

### BTEC Level 3 Subsidiary Diploma

Points range above pass grade	Grade	
460-499	Merit	M
500-519	Distinction	D
520 and above	Distinction*	D*

### BTEC Level 3 Diploma

Points range above pass grade	Grade
880-919	MP
920-959	MM
960-999	DM
1000-1029	DD
1030-1059	DD*
1060 and above	D*D*

### BTEC Level 3 Extended Diploma

Points range above pass grade	Grade
1300-1339	MPP
1340-1379	MMP
1380-1419	MMM
1420-1459	DMM
1460-1499	DDM
1500-1529	DDD
1530-1559	DDD*
1560-1589	DD*D*
1590 and above	D*D*D*

Please refer to Annexe G for examples of calculation of qualification grade above pass grade.

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# Quality assurance of centres

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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 assessment 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.

## ● Approval

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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.

When a centre applies for approval to offer a BTEC qualification they are 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.

The key principles of quality assurance are that:

- a centre delivering BTEC programmes must be an approved centre and must have approval for programmes or groups of programmes that it is operating
- the centre agrees as part of gaining approval to abide by specific terms and conditions around the effective delivery and quality assurance of assessment; it must abide by these conditions throughout the period of delivery
- Edexcel makes available to approved centres a range of materials and opportunities intended to exemplify the processes required for effective assessment and examples of effective standards. Approved centres must use the materials and services to ensure that all staff delivering BTEC qualifications keep up to date with the guidance on assessment
- an approved centre must follow agreed protocols for standardisation of assessors and verifiers; planning, monitoring and recording of assessment processes; and for dealing with special circumstances, appeals and malpractice.

The approach of quality assured assessment is made through a partnership between an approved centre and Edexcel. Edexcel is committed to ensuring that it follows best practice and employs appropriate technology to support quality assurance processes where practicable. Therefore, the specific arrangements for working with centres will vary. Edexcel seeks to ensure that the quality assurance processes that it uses do not place undue bureaucratic processes on centres and works to support centres in providing robust quality assurance processes.

Edexcel monitors and supports centres in the effective operation of assessment and quality assurance. The methods which it uses to do this for BTEC First and National programmes accredited under the Qualifications and Credit Framework (QCF) include:

- ensuring that all centres have completed appropriate declarations at the time of approval undertaking approval visits to centres where necessary
- requiring all centres to appoint a Lead Internal Verifier for designated groups of programmes and to ensure that this person is trained and supported in carrying out that role
- requiring that the Lead Internal Verifier completes compulsory online standardisation related to assessment and verification decisions for the designated programme
- assessment sampling and verification, through requested samples of assessments, completed assessed learner work and associated documentation
- overarching review and assessment of a centre's strategy for assessing and quality assuring its BTEC programmes.

### **Edexcel Quality Assurance Handbook**

Centres should refer to the Handbook for Quality Assurance for BTEC QCF Qualifications, issued annually, for detailed guidance.

An approved centre must make certification claims only when authorised by Edexcel and strictly in accordance with requirements for reporting.

Centres that do not fully address and maintain rigorous approaches to quality assurance will be prevented from seeking certification for individual programmes or for all BTEC First and National programmes. Centres that do not comply with remedial action plans may have their approval to deliver qualifications removed.

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## **Programme design and delivery**

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BTEC National qualifications consist of mandatory units and optional units. Optional units are designed to provide a focus to the qualification and give more specialist opportunities in the sector.

In BTEC Nationals each unit has a number of guided learning hours.

Guided learning hours are defined as all the times when a tutor, trainer or facilitator is present to give specific guidance towards the learning aim being studied on a programme. This definition includes lectures, tutorials and supervised study in, for example, open learning centres and learning workshops. It also includes time spent by staff assessing learners' achievements. It does not include time spent by staff in day-to-day marking of assignments where the learner is not present.

Centres are advised to consider this definition when planning the programme of study associated with this specification.

### **Mode of delivery**

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Edexcel does not define the mode of study for BTEC Nationals. Centres are free to offer the qualifications using any mode of delivery (such as full-time, part-time, evening only, distance learning) that meets their learners' needs. Whichever mode of delivery is 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. The use of 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

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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 familiar with current practice and standards in the sector concerned. Centres will need to meet any specific resource requirements to gain approval from Edexcel.

Where specific resources are required these have been indicated in individual units in the Essential resources sections.

## Delivery approach

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It is important that centres develop an approach to teaching and learning that supports the specialist vocational nature of BTEC National qualifications and the mode of delivery. 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.

An outline learning plan is included in every unit as guidance which demonstrates one way in planning the delivery and assessment of the unit. The outline learning plan can be used in conjunction with the programme of suggested assignments.

Where the qualification has been designated and approved as a Technical Certificate and forms part of an Apprenticeship scheme, particular care needs to be taken to build strong links between the learning and assessment for the BTEC National qualification and the related NVQs and Functional Skills that also contribute to the scheme.

## Meeting local needs

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Centres should note that the qualifications set out in this specification have been developed in consultation with centres and employers and the Sector Skills Councils or the Standards Setting Bodies for the relevant sector. Centres should make maximum use of the choice available to them within the optional units to meet the needs of their learners, and local skills and training needs.

In certain circumstances, units in this specification might not allow centres to meet a local need. In this situation, Edexcel will ensure that the rule of combination allows centres to make use of units from other standard QCF BTEC specifications. Centres are required to ensure that the coherence and purpose of the qualification is retained and to ensure that the vocational focus is not diluted.

## Limitations on variations from standard specifications

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The flexibility to import standard units from other BTEC Nationals is limited to a total of 25 per cent of the qualification credit value (see Rules of combination for Edexcel BTEC Level 3 National qualifications).

These units cannot be used at the expense of the mandatory units in any qualification.

## Additional and specialist learning

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Additional and specialist learning (ASL) consists of accredited qualifications at the same level as, or one level above, the Diploma course of study. The ASL may include BTEC qualifications which are also available to learners not following a Diploma course of study.

Qualifications for ASL must be selected from the ASL catalogue through the National Database of Accredited Qualifications (NDAQ). The catalogue includes qualifications which have the approval of the Diploma Development Partnership (DDP) and will expand over time as more qualifications are approved. To access the catalogue go to [www.ndaq.org.uk](http://www.ndaq.org.uk) and select 'Browse Diploma Qualifications'.

## Functional Skills

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BTEC Nationals give learners opportunities to develop and apply Functional Skills.

Functional Skills are offered as stand-alone qualifications at Level 2. See individual units for opportunities to cover ICT, Mathematics and English Functional Skills.

## Personal, learning and thinking skills

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Opportunities are available to develop personal, learning and thinking skills (PLTS) within sector-related context. PLTS are identified in brackets after the unit pass criteria to which they are associated and they are also mapped in Annexe C. Further opportunities for learners to demonstrate these skills may also be apparent as learners progress throughout their learning.

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# Access and recruitment

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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 consult Edexcel's policy on learners with particular requirements.

Centres will need to review the entry 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 Level 2 qualification in Art and Design or a related vocational area
- a standard of literacy and numeracy supported by a general education equivalent to four GCSEs at grade A\*-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.

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## Restrictions on learner entry

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Most BTEC National qualifications are accredited on the QCF for learners aged 16 years and over.

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 BTEC Level 3 Nationals are listed on the DCSF funding lists under Section 96 and Section 97 of the Learning and Skills Act 2000.

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## Access arrangements and special considerations

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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 can be found on the Edexcel website ([www.edexcel.com](http://www.edexcel.com)). 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.

## Recognition of Prior Learning

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Recognition of Prior Learning (RPL) is a method of assessment (leading to the award of credit) that considers whether a learner can demonstrate that they can meet the assessment requirements for a unit through knowledge, understanding or skills they already possess and so do not need to develop through a course of learning.

Edexcel encourages centres to recognise learners' previous achievements and experiences whether at work, home and at leisure, as well as in the classroom. RPL provides a route for the recognition of the achievements resulting from continuous learning.

RPL enables recognition of achievement from a range of activities using any valid assessment methodology. Provided that the assessment requirements of a given unit or qualification have been met, the use of RPL is acceptable for accrediting a unit, units or a whole qualification. Evidence of learning must be valid and reliable.

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## Unit format

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All units in Edexcel BTEC Level 3 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

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

### QCF level

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All units and qualifications within the QCF will have a level assigned to them, which represents the level of achievement. There are nine levels of achievement, from Entry Level to Level 8. The level of the unit has been informed by the QCF level descriptors and, where appropriate, the National Occupational Standards (NOS) and/or other sector/professional benchmarks.

### Credit value

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Each unit in BTEC National qualifications has a credit value; learners will be awarded credits for the successful completion of whole units.

A credit value specifies the number of credits that will be awarded to a learner who has achieved all the learning outcomes of the unit.

## Guided learning hours

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Guided learning hours are defined as all the times when a tutor, trainer or facilitator is present to give specific guidance towards the learning aim being studied on a programme. This definition includes lectures, tutorials and supervised study in, for example, open learning centres and learning workshops. It also includes time spent by staff assessing learners' achievements. It does not include time spent by staff in day-to-day marking of assignments or homework where the learner is not present.

## Aim and purpose

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The aim provides a clear summary of the purpose of the unit and is a succinct statement that summarises the learning outcomes of the unit.

## Unit introduction

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The unit introduction gives the reader an appreciation 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 unit and the key knowledge, skills and understanding gained while studying the unit. The unit introduction also highlights any links to the appropriate vocational sector by describing how the unit relates to that sector.

## Learning outcomes

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

## Unit content

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The unit content identifies the breadth of knowledge, skills and understanding needed to design and deliver a programme of learning to achieve each of the learning outcomes. This is informed by the underpinning knowledge and understanding requirements of the related NOS. The content provides the range of subject material for the programme of learning and specifies the skills, knowledge and understanding required for achievement of the pass, merit and distinction grading criteria.

Each learning outcome is stated in full and then the key phrases or concepts related to that learning outcome are listed in italics followed by the subsequent range of related topics.

### **Relationship between content and assessment criteria**

The learner must have the opportunity within the delivery of the unit to cover all of the unit content.

It is not a requirement of the unit specification that all of the content is assessed. However, the indicative content will need to be covered in a programme of learning in order for learners to be able to meet the standard determined in the assessment and grading criteria. The merit and distinction grading criteria enable the learner to achieve higher levels of performance in acquisition of knowledge, understanding and skills.

## Content structure and terminology

The information below shows how unit content is structured and gives the terminology used to explain the different components within the content.

- Learning outcome: this is given and in bold at the beginning of each section of content.
- Italicised sub-heading: it contains a key phrase or concept. This is content which must be covered in the delivery of the unit. Colons mark the end of an italicised sub-heading.
- Elements of content: the elements are in plain text and amplify the sub-heading. The elements must also be covered in the delivery of the unit. Semi-colons mark the end of an element.
- Brackets contain amplification of elements of content which must be covered in the delivery of the unit.
- 'eg' is a list of examples used for indicative amplification of an element (that is, the content specified in this amplification that could be covered or that could be replaced by other, similar material).

## Assessment and grading grid

Each grading grid gives the assessment and grading 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 require a qualitative improvement in a learner's evidence and not simply the production of more evidence at the same level.

## Essential guidance for tutors

This section gives tutors additional guidance and amplification to aid 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.
- Outline learning plan – the outline learning plan has been included in every unit as guidance and demonstrates one way in planning the delivery and assessment of a unit. The outline learning plan can be used in conjunction with the programme of suggested assignments.
- 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.
- Suggested programme of assignments – the table shows how the suggested assignments match and cover the assessment 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.
- Employer engagement and vocational contexts – provides a short list of agencies, networks and other useful contacts for employer engagement and for sources of vocational contexts.
- Indicative reading for learners – gives a short list of learner resource material that benchmarks the level of study.

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## Further information

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For further information please call Customer Services on 0844 576 0026 (calls may be recorded for training purposes) or visit our website ([www.edexcel.com](http://www.edexcel.com)).

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## Useful publications

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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@linney.com](mailto:publications@linney.com)

Related information and publications include:

- Guidance for Centres Offering Edexcel/BTEC OCF Accredited Programmes (Edexcel, distributed to centres annually)
- Functional Skills publications – specifications, tutor support materials and question papers
- Regulatory Arrangements for the Qualification and Credit Framework (Ofqual, August 2008)
- 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.

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## How to obtain National Occupational Standards

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### Creative & Cultural Skills

Lafone House

The Leathermarket

Weston St

London SE1 3HN

Telephone: 020 7015 1800

Fax: 020 7015 1847

Email: [info@ccskills.org.uk](mailto:info@ccskills.org.uk)

## **Skillfast-UK**

Richmond House  
Lawnswood Business Park  
Leeds LS16 6RD

Switchboard: 0113 23 99 600

Fax: 0113 23 99 601

Email: [enquiries@skillfast-uk.org](mailto:enquiries@skillfast-uk.org)

## **Skillset**

Focus Point  
21 Caledonian Road  
London N1 9GB

Telephone: 020 7713 9800

Fax: 020 7713 9801

Email: [info@skillset.org](mailto:info@skillset.org)

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# **Professional development and training**

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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 Functional Skills into your programme
- building in effective and efficient quality assurance systems.

The national programme of training we offer can be viewed on our website ([www.edexcel.com/training](http://www.edexcel.com/training)). You can request customised training through the website or by contacting one of our advisers in the Training from Edexcel team via Customer Services to discuss your training needs.

Our customer service numbers are:

BTEC and NVQ 0844 576 0026

GCSE 0844 576 0027

GCE 0844 576 0025

The Diploma 0844 576 0028

DIDA and other qualifications 0844 576 0031

Calls may be recorded for training purposes.

The training we provide:

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

Our training is underpinned by the LLUK standards for those preparing to teach and for those seeking evidence for their continuing professional development.

# Annexe A

## The Edexcel BTEC qualification framework for the art and design sector

Progression opportunities within the framework.

QCF Level	General qualifications	BTEC full vocationally-related qualifications	BTEC Short Courses	NVQ/occupational
8				
7				
6				
5		Higher National Diploma in Fashion and Textiles/ Fine Arts/Graphic Design/Interactive Media/ Photography/ 3D Design		
4		Higher National Certificate in Fashion and Textiles/ Fine Arts/Graphic Design/Interactive Media/Photography/ 3D Design Edexcel Level 4 BTEC Foundation Diploma in Art and Design		NVQ Design Management
3	GCE AS in Art and Design GCE Advanced in Art and Design AS in Applied Art and Design GCE Advanced in Applied Art and Design	Edexcel BTEC Level 3 Foundation Diploma in Art and Design Edexcel BTEC Level 3 Certificate, Subsidiary Diploma, Diploma and Extended Diploma in Art and Design/Art and Design (Photography)/Art and Design (Graphic Design)/Art and Design (3D Design)/Art and Design (Fine Art)/Art and Design (Design Crafts)/Art and Design (Fashion and Clothing)/Art and Design (Textiles)/Art and Design (Interactive Media)	Award, Certificate and Diploma in Interactive Use of Media/3D Design/Design Crafts/Photography/Graphics/Textiles/Fashion and Clothing	NVQ Design

QCF Level	General qualifications	BTEC full vocationally-related qualifications	BTEC Short Courses	NVQ/occupational
2	GCSE in Art and Design	Edexcel BTEC Level 2 Certificate, Extended Certificate and Diploma, in Art and Design	Award, Certificate and Diploma in Interactive Use of Media/3D Design/ Photography/Graphics/Textiles/ Fashion and Clothing	NVQ Design Support
1	GCSE Short Course in Art and Design	Foundation Learning Tier: Art and Design Units	Award, Certificate and Diploma in Interactive Use of Media/3D Design/ Photography/Graphics/Textiles/ Fashion and Clothing	
Entry				

# Annexe B

## Grading domains: BTEC Level 3 generic grading domains

Grading domain 1	Indicative characteristics – merit	Indicative characteristics – distinction
<p><b>Application of knowledge and understanding</b></p> <p>(Learning outcome stem understand or know)</p>	<ul style="list-style-type: none"> <li>Shows depth of knowledge and development of understanding in familiar and unfamiliar situations (for example explain why, makes judgements based on analysis).</li> <li>Applies and/or selects concepts showing comprehension of often complex theories.</li> <li>Applies knowledge in often familiar and unfamiliar contexts.</li> <li>Applies knowledge to non-routine contexts (eg assessor selection).</li> <li>Makes reasoned analytical judgements.</li> <li>Shows relationships between pass criteria.</li> </ul>	<ul style="list-style-type: none"> <li>Synthesises knowledge and understanding across pass/merit criteria.</li> <li>Evaluates complex concepts/ideas/actions and makes reasoned and confident judgements.</li> <li>Uses analysis, research and evaluation to make recommendations and influence proposals.</li> <li>Analyses implications of application of knowledge/understanding.</li> <li>Accesses and evaluates knowledge and understanding to advance complex activities/context.</li> <li>Shows relationships with p/m criteria.</li> <li>Responds positively to evaluation.</li> </ul>
Grading domain 2	Indicative characteristics – merit	Indicative characteristics – distinction
<p><b>Development of practical and technical skills</b></p> <p>(Learning outcome stem be able to)</p>	<ul style="list-style-type: none"> <li>Deploys appropriate advanced techniques/processes/skills.</li> <li>Applies technical skill to advance non-routine activities.</li> <li>Advances practical activities within resource constraints.</li> <li>Produces varied solutions (including non-routine).</li> <li>Modifies techniques/processes to situations.</li> <li>Shows relationship between p criteria.</li> </ul>	<ul style="list-style-type: none"> <li>Demonstrates creativity/originality/own ideas.</li> <li>Applies skill(s) to achieve higher order outcome.</li> <li>Selects and uses successfully from a range of advanced techniques/processes/skills.</li> <li>Reflects on skill acquisition and application.</li> <li>Justifies application of skills/methods.</li> <li>Makes judgements about risks and limitations of techniques/processes.</li> <li>Innovates or generates new techniques/processes for new situations.</li> <li>Shows relationship with p and m criteria.</li> </ul>

Grading domain 3	Indicative characteristics – merit	Indicative characteristics – distinction
<p><b>Personal development for occupational roles</b></p> <p>(Any learning outcome stem)</p>	<ul style="list-style-type: none"> <li>• Takes responsibility in planning and undertaking activities.</li> <li>• Reviews own development needs.</li> <li>• Finds and uses relevant information sources.</li> <li>• Acts within a given work-related context showing understanding of responsibilities.</li> <li>• Identifies responsibilities of employers to the community and the environment.</li> <li>• Applies qualities related to the vocational sector.</li> <li>• Internalises skills/attributes (creating confidence).</li> </ul>	<ul style="list-style-type: none"> <li>• Manages self to achieve outcomes successfully.</li> <li>• Plans for own learning and development through the activities.</li> <li>• Analyses and manipulates information to draw conclusions.</li> <li>• Applies initiative appropriately.</li> <li>• Assesses how different work-related contexts or constraints would change performance.</li> <li>• Reacts positively to changing work-related contexts</li> <li>• Operates ethically in work-related environments.</li> <li>• Takes decisions related to work contexts.</li> <li>• Applies divergent and lateral thinking in work-related contexts.</li> <li>• Understands interdependence.</li> </ul>
Grading domain 4	Indicative characteristics – merit	Indicative characteristics – distinction
<p><b>Application of generic skills</b></p> <p>(Any learning outcome stem)</p>	<ul style="list-style-type: none"> <li>• Communicates effectively using appropriate behavioural and language registers.</li> <li>• Communicates with clarity and influence.</li> <li>• Makes judgements in contexts with explanations.</li> <li>• Explains how to contribute within a team.</li> <li>• Demonstrates positive contribution to team(s).</li> <li>• Makes adjustments to meet the needs/ expectations of others (negotiation skills).</li> <li>• Selects and justifies solutions for specified problems.</li> </ul>	<ul style="list-style-type: none"> <li>• Presents self and communicates information to meet the needs of a variety of audience.</li> <li>• Identifies strategies for communication.</li> <li>• Shows innovative approaches to dealing with individuals and groups.</li> <li>• Takes decisions in contexts with justifications.</li> <li>• Produces outputs subject to time/ resource constraints.</li> <li>• Reflects on own contribution to working within a team.</li> <li>• Generates new or alternative solutions to specified problems.</li> <li>• Explores entrepreneurial attributes.</li> </ul>

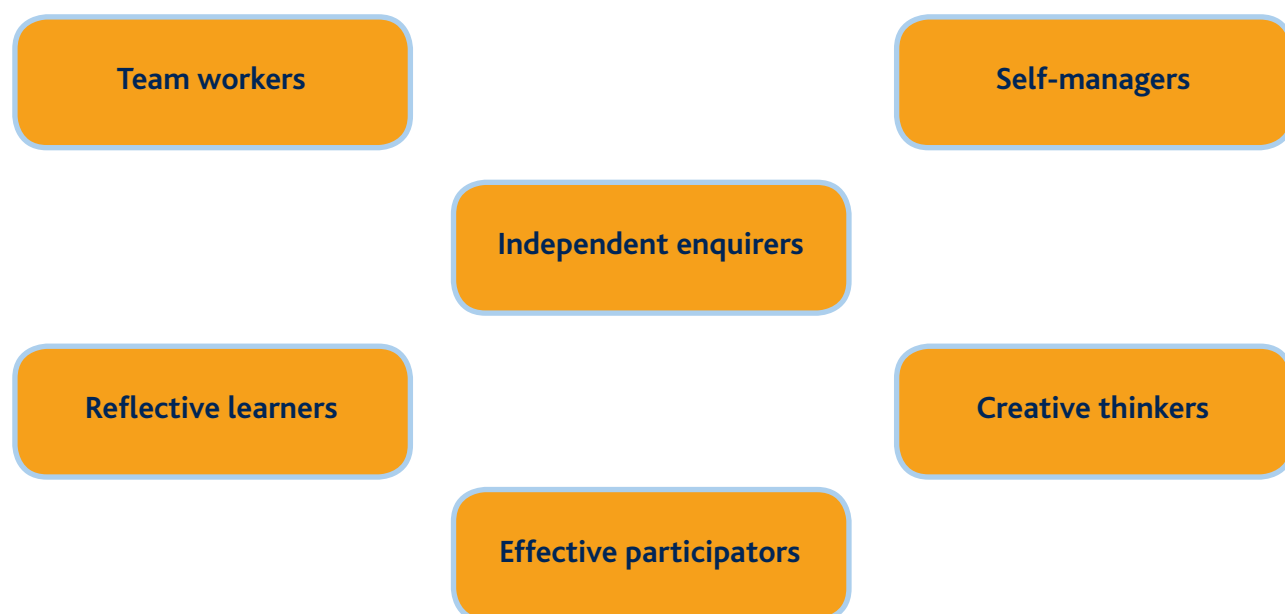
# Annexe C

## Personal, learning and thinking skills

### A FRAMEWORK OF PERSONAL, LEARNING AND THINKING SKILLS 11–19 IN ENGLAND

The framework comprises six groups of skills that, together with the Functional Skills of English, mathematics and ICT, are essential to success in learning, life and work. In essence the framework captures the essential skills of: managing self; managing relationships with others; and managing own learning, performance and work. It is these skills that will enable young people to enter work and adult life confident and capable.

The titles of the six groups of skills are set out below.



For each group there is a focus statement that sums up the range of skills. This is followed by a set of outcome statements that are indicative of the skills, behaviours and personal qualities associated with each group.

Each group is distinctive and coherent. The groups are also inter-connected. Young people are likely to encounter skills from several groups in any one learning experience. For example an independent enquirer would set goals for their research with clear success criteria (reflective learner) and organise and manage their time and resources effectively to achieve these (self-manager). In order to acquire and develop fundamental concepts such as organising oneself, managing change, taking responsibility and perseverance, learners will need to apply skills from all six groups in a wide range of learning contexts 11-19.

## The Skills

### Independent enquirers

**Focus:**

**Young people process and evaluate information in their investigations, planning what to do and how to go about it. They take informed and well-reasoned decisions, recognising that others have different beliefs and attitudes.**

**Young people:**

- identify questions to answer and problems to resolve
- plan and carry out research, appreciating the consequences of decisions
- explore issues, events or problems from different perspectives
- analyse and evaluate information, judging its relevance and value
- consider the influence of circumstances, beliefs and feelings on decisions and events
- support conclusions, using reasoned arguments and evidence.

### Creative thinkers

**Focus:**

**Young people think creatively by generating and exploring ideas, making original connections. They try different ways to tackle a problem, working with others to find imaginative solutions and outcomes that are of value.**

**Young people:**

- generate ideas and explore possibilities
- ask questions to extend their thinking
- connect their own and others' ideas and experiences in inventive ways
- question their own and others' assumptions
- try out alternatives or new solutions and follow ideas through
- adapt ideas as circumstances change.

### Reflective learners

**Focus:**

**Young people evaluate their strengths and limitations, setting themselves realistic goals with criteria for success. They monitor their own performance and progress, inviting feedback from others and making changes to further their learning.**

**Young people:**

- assess themselves and others, identifying opportunities and achievements
- set goals with success criteria for their development and work
- review progress, acting on the outcomes
- invite feedback and deal positively with praise, setbacks and criticism
- evaluate experiences and learning to inform future progress
- communicate their learning in relevant ways for different audiences.

## Team workers

### Focus:

**Young people work confidently with others, adapting to different contexts and taking responsibility for their own part. They listen to and take account of different views. They form collaborative relationships, resolving issues to reach agreed outcomes.**

### Young people:

- collaborate with others to work towards common goals
- reach agreements, managing discussions to achieve results
- adapt behaviour to suit different roles and situations, including leadership role
- show fairness and consideration to others
- take responsibility, showing confidence in themselves and their contribution
- provide constructive support and feedback to others.

## Self-managers

### Focus:

**Young people organise themselves, showing personal responsibility, initiative, creativity and enterprise with a commitment to learning and self-improvement. They actively embrace change, responding positively to new priorities, coping with challenges and looking for opportunities.**

### Young people:

- seek out challenges or new responsibilities and show flexibility when priorities change
- work towards goals, showing initiative, commitment and perseverance
- organise time and resources, prioritising actions
- anticipate, take and manage risks
- deal with competing pressures, including personal and work-related demands
- respond positively to change, seeking advice and support when needed
- manage their emotions, and build and maintain relationships.

## Effective participators

### Focus:

**Young people actively engage with issues that affect them and those around them. They play a full part in the life of their school, college, workplace or wider community by taking responsible action to bring improvements for others as well as themselves.**

### Young people:

- discuss issues of concern, seeking resolution where needed
- present a persuasive case for action
- propose practical ways forward, breaking these down into manageable steps
- identify improvements that would benefit others as well as themselves
- try to influence others, negotiating and balancing diverse views to reach workable solutions
- act as an advocate for views and beliefs that may differ from their own.

## PLTS performance indicator (suggested recording sheet)

Name:	Date:				
	Level of success 1 = low, 5 = high				
<b>Independent enquirers</b>					
Identify questions to answer and problems to resolve	1	2	3	4	5
Plan and carry out research, appreciating the consequences of decisions	1	2	3	4	5
Explore issues, events or problems from different perspectives	1	2	3	4	5
Analyse and evaluate information, judging its relevance and value	1	2	3	4	5
Consider the influence of circumstances, beliefs and feelings on decisions and events	1	2	3	4	5
Support conclusions, using reasoned arguments and evidence	1	2	3	4	5
<b>Creative thinkers</b>					
Generate ideas and explore possibilities	1	2	3	4	5
Ask questions to extend their thinking	1	2	3	4	5
Connect their own and others' ideas and experiences in inventive ways	1	2	3	4	5
Question their own and others' assumptions	1	2	3	4	5
Try out alternatives or new solutions and follow ideas through	1	2	3	4	5
Adapt ideas as circumstances change	1	2	3	4	5
<b>Reflective learners</b>					
Assess themselves and others, identifying opportunities and achievements	1	2	3	4	5
Set goals with success criteria for their development and work	1	2	3	4	5
Review progress, acting on the outcomes	1	2	3	4	5
Invite feedback and deal positively with praise, setbacks and criticism	1	2	3	4	5
Evaluate experiences and learning to inform future progress	1	2	3	4	5
Communicate their learning in relevant ways for different audiences	1	2	3	4	5

Team workers					
Collaborate with others to work towards common goals	1	2	3	4	5
Reach agreements, managing discussions to achieve results	1	2	3	4	5
Adapt behaviour to suit different roles and situations, including leadership roles	1	2	3	4	5
Show fairness and consideration to others	1	2	3	4	5
Take responsibility, showing confidence in themselves and their contribution	1	2	3	4	5
Provide constructive support and feedback to others	1	2	3	4	5
Self-managers					
Seek out challenges or new responsibilities and show flexibility when priorities change	1	2	3	4	5
Work towards goals, showing initiative, commitment and perseverance	1	2	3	4	5
Organise time and resources, prioritising actions	1	2	3	4	5
Anticipate, take and manage risks	1	2	3	4	5
Deal with competing pressures, including personal and work-related demands	1	2	3	4	5
Respond positively to change, seeking advice and support when needed	1	2	3	4	5
Manage their emotions, and build and maintain relationships.	1	2	3	4	5
Effective participators					
Discuss issues of concern, seeking resolution where needed	1	2	3	4	5
Present a persuasive case for action	1	2	3	4	5
Propose practical ways forward, breaking these down into manageable steps	1	2	3	4	5
Identify improvements that would benefit others as well as themselves	1	2	3	4	5
Try to influence others, negotiating and balancing diverse views to reach workable solutions	1	2	3	4	5
Act as an advocate for views and beliefs that may differ from their own	1	2	3	4	5

**Note to learner:** The circled number represents an indication of your PLTS performance so far.

**Note to tutor:** Indicate the level of success by circling the appropriate number during your feedback with the learner.

## Summary of the PLTS coverage throughout the programme

Personal, learning and thinking skills	Unit																						
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
Independent enquirers	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Creative thinkers	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Reflective learners	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Team workers	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Self-managers	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Effective participators	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
✓ – opportunities for development																							

Personal, learning and thinking skills	Unit																				
	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44
Independent enquirers	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Creative thinkers	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Reflective learners	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Team workers		✓	✓	✓	✓		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Self-managers	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Effective participators	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
✓ — opportunities for development																					

Personal, learning and thinking skills	Unit																			
	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64
Independent enquirers	✓	✓	✓	✓	✓	✓	✓				✓						✓			
Creative thinkers	✓	✓	✓	✓	✓	✓	✓	✓	✓			✓	✓			✓	✓	✓	✓	✓
Reflective learners	✓	✓	✓	✓	✓	✓	✓	✓	✓				✓				✓	✓		
Team workers	✓	✓	✓	✓		✓											✓			
Self-managers	✓	✓	✓	✓	✓	✓	✓	✓						✓		✓	✓	✓	✓	✓
Effective participators	✓	✓	✓	✓	✓	✓	✓										✓			
✓ — opportunities for development																				

Personal, learning and thinking skills	Units																			
	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84
Independent enquirers	✓									✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Creative thinkers	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Reflective learners		✓	✓			✓		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Team workers							✓					✓	✓	✓	✓	✓	✓	✓	✓	✓
Self-managers			✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Effective participators													✓	✓	✓	✓	✓	✓	✓	✓
✓ – opportunities for development																				

Personal, learning and thinking skills	Units																	
	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102
Independent enquirers	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Creative thinkers	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Reflective learners	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Team workers	✓					✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Self-managers	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Effective participators						✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
✓ – opportunities for development																		

Personal, learning and thinking skills	Units																	
	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118		
Independent enquirers	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Creative thinkers	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Reflective learners	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Team workers	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Self-managers	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Effective participators		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
✓ – opportunities for development																		

Personal, learning and thinking skills	Units														
	119	120	121	122	123	124	125	126	127	128	129	130	131	132	133
Independent enquirers	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Creative thinkers	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Reflective learners	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Team workers	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Self-managers	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Effective participators	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
✓ – opportunities for development															

Personal, learning and thinking skills	Units			
	134	135	136	137
Independent enquirers	✓	✓	✓	✓
Creative thinkers	✓	✓	✓	✓
Reflective learners	✓		✓	
Team workers	✓	✓	✓	
Self-managers	✓	✓	✓	✓
Effective participators	✓		✓	✓
✓ – opportunities for development				



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# Annexe D

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## Wider curriculum mapping

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

The Edexcel BTEC Level 3 National/s in Art and Design makes a positive contribution to wider curricular areas as appropriate.

### Spiritual, moral, ethical, social and cultural issues

The qualification contributes to an understanding of:

- spiritual issues – for example the way beliefs are conveyed through art and design and the way death is commemorated in the making of funerary artefacts
- moral and ethical – for example how notions of right and wrong, good and evil are conveyed in paintings and sculptures, and issues of copyright in relation to images and image making
- social and cultural issues – for example how cultures and societies can be identified with styles, materials and working processes in art and design

### Citizenship issues

Learners undertaking the Edexcel BTEC Level 3 Nationals in Art and Design will have the opportunity to develop their understanding of citizenship issues, for example through studying legal restrictions on taking photographs in relation to privacy laws

### Environmental issues

Learners undertaking the Edexcel BTEC Level 3 Nationals in Art and Design will have the opportunity to develop their understanding of environmental issues for example the impact of various materials on the environment in terms of first manufacture, subsequent recycling and disposal.

### European developments

Much of the content of the Edexcel BTEC Level 3 Nationals in Art and Design applies throughout Europe even though delivery is in a UK context.

### Health and safety considerations

The Edexcel BTEC Level 3 Nationals in Art and Design are practically based, therefore health and safety issues are encountered throughout the units.

### Equal opportunities issues

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

## Wider curriculum mapping

### Level 3

	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6	Unit 7	Unit 8	Unit 9	Unit 10	Unit 11
Spiritual	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Moral and ethical	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Social and cultural	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Citizenship issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Environmental issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
European developments	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Health and safety considerations	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Equal opportunities issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

	Unit 12	Unit 13	Unit 14	Unit 15	Unit 16	Unit 17	Unit 18	Unit 19	Unit 20	Unit 21	Unit 22
Spiritual		✓	✓	✓	✓	✓	✓	✓			
Moral and ethical	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Social and cultural	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Citizenship issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Environmental issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
European developments	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Health and safety considerations	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Equal opportunities issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

	Unit 23	Unit 24	Unit 25	Unit 26	Unit 27	Unit 28	Unit 29	Unit 30	Unit 31	Unit 32	Unit 33
Spiritual							✓	✓	✓	✓	
Moral and ethical										✓	
Social and cultural	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Citizenship issues		✓	✓	✓			✓	✓	✓	✓	
Environmental issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
European developments	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Health and safety considerations	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Equal opportunities issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

	Unit 34	Unit 35	Unit 36	Unit 37	Unit 38	Unit 39	Unit 40	Unit 41	Unit 42	Unit 43	Unit 44
Spiritual				✓	✓	✓		✓	✓		
Moral and ethical				✓	✓	✓		✓	✓		✓
Social and cultural	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Citizenship issues				✓	✓	✓	✓	✓	✓	✓	✓
Environmental issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
European developments	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Health and safety considerations	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Equal opportunities issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

	Unit 45	Unit 46	Unit 47	Unit 48	Unit 49	Unit 50	Unit 51	Unit 52	Unit 53	Unit 54
Spiritual	✓	✓		✓	✓					
Moral and ethical	✓	✓	✓	✓	✓	✓		✓	✓	✓
Social and cultural	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Citizenship issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Environmental issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
European developments	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Health and safety considerations	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Equal opportunities issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

	Unit 55	Unit 56	Unit 57	Unit 58	Unit 59	Unit 60	Unit 61	Unit 62	Unit 63	Unit 64	Unit 65
Spiritual											
Moral and ethical		✓			✓				✓		✓
Social and cultural		✓			✓				✓		✓
Citizenship issues		✓			✓				✓		✓
Environmental issues		✓			✓			✓	✓		✓
European developments		✓			✓			✓	✓		✓
Health and safety considerations	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Equal opportunities issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

	Unit 66	Unit 67	Unit 68	Unit 69	Unit 70	Unit 71	Unit 72	Unit 73	Unit 74	Unit 75	Unit 76
Spiritual										✓	✓
Moral and ethical	✓		✓		✓		✓	✓		✓	✓
Social and cultural	✓		✓		✓		✓	✓		✓	✓
Citizenship issues	✓		✓		✓		✓	✓		✓	✓
Environmental issues	✓		✓		✓		✓	✓		✓	✓
European developments	✓		✓		✓		✓	✓		✓	✓
Health and safety considerations	✓	✓	✓	✓		✓	✓	✓		✓	✓
Equal opportunities issues	✓	✓	✓	✓	✓	✓	✓	✓		✓	✓

	Unit 77	Unit 78	Unit 79	Unit 80	Unit 81	Unit 82	Unit 83	Unit 84	Unit 85	Unit 86	Unit 87
Spiritual	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Moral and ethical	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Social and cultural	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Citizenship issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Environmental issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
European developments	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Health and safety considerations	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Equal opportunities issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

	Unit 88	Unit 89	Unit 90	Unit 91	Unit 92	Unit 93	Unit 94	Unit 95	Unit 96	Unit 97	Unit 98
Spiritual	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Moral and ethical	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Social and cultural	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Citizenship issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Environmental issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
European developments	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Health and safety considerations	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Equal opportunities issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

	Unit 99	Unit 100	Unit 101	Unit 102	Unit 103	Unit 104	Unit 105	Unit 106	Unit 107	Unit 108	Unit 109
Spiritual	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Moral and ethical	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Social and cultural	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Citizenship issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Environmental issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
European developments	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Health and safety considerations	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Equal opportunities issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

	Unit 110	Unit 111	Unit 112	Unit 113	Unit 114	Unit 115	Unit 116	Unit 117	Unit 118	Unit 119	Unit 120
Spiritual	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Moral and ethical	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Social and cultural	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Citizenship issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Environmental issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
European developments	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Health and safety considerations	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Equal opportunities issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

	Unit 121	Unit 122	Unit 123	Unit 124	Unit 125	Unit 126	Unit 127	Unit 128	Unit 129	Unit 130	Unit 131
Spiritual	✓	✓	✓	✓		✓	✓	✓	✓	✓	
Moral and ethical	✓	✓	✓	✓		✓	✓	✓	✓	✓	✓
Social and cultural	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Citizenship issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Environmental issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
European developments	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Health and safety considerations	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Equal opportunities issues	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

	Unit 132	Unit 133	Unit 134	Unit 135	Unit 136	Unit 137
Spiritual		✓	✓			
Moral and ethical		✓	✓			
Social and cultural	✓	✓	✓	✓		
Citizenship issues	✓	✓	✓	✓		
Environmental issues	✓	✓	✓			
European developments	✓	✓	✓			
Health and safety considerations	✓	✓	✓		✓	✓
Equal opportunities issues	✓	✓	✓	✓	✓	✓

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# Annexe E

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## ● National Occupational Standards

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National Occupational Standards (NOS) covered in the Edexcel BTEC Level 3 Certificate, Subsidiary Diploma, Diploma and Extended Diploma 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 relevant 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.



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# Annexe F

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## ● Unit mapping overview

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BTEC National in Art and design legacy (specification end date 31/08/2010)/new QCF versions of the BTEC National qualifications in Art and Design (specification start date 01/09/2010) – the BTEC Level 3 Certificate in Art and Design, BTEC Level 3 Subsidiary Diploma in Art and Design, BTEC Level 3 Diploma in Art and Design and the BTEC Level 3 Extended Diploma in Art and Design.

### **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))

N – New unit

**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.

## Unit mapping in depth

BTEC National in Art and design legacy (specification end date 31/08/2010)/new QCF versions of the BTEC National qualifications in Art and Design (specification start date 01/09/2010) – the BTEC Level 3 Certificate in Art and Design, BTEC Level 3 Subsidiary Diploma in Art and Design, BTEC Level 3 Diploma in Art and Design and the BTEC Level 3 Extended Diploma in Art and Design.

New units		Old units		Mapping (new topics in italics)
Number	Name	Number	Name	
Unit 1	Visual Recording in Art and Design	Unit 1	Visual Recording in Art and Design	F
Unit 2	Materials, Techniques, and Processes in Art and Design	Unit 2	Materials, Techniques, and Processes in Art and Design	F
Unit 3	Ideas and Concepts in Art and Design	Unit 3	Ideas and Concepts in Art and Design	F
Unit 4	Communication Through Art and Design	Unit 4	Visual Communication in Art and Design	F
Unit 5	Contextual Influences in Art and Design	Unit 5	Contextual Influences in Art and Design	F
Unit 6	Application, Exploration and Realisation	Unit 6	Application, Exploration and Realisation	F
Unit 7	Design Methods in Art and Design	Unit 7	Design Methods in Art and Design	F
Unit 8	Design Principles in Art and Design	Unit 8	Design Principles in Art and Design	F
Unit 9	Professional Practice in Art and Design	Unit 9	Professional Practice in Art and Design	F
Unit 10	Personal and Professional Development in Art and Design	Unit 10	Personal and Professional Development in Art and Design	F
Unit 11	Freelance Work in Art and Design	Unit 11	Freelance Work in Art and Design	F
Unit 12	Computers in Art and Design	Unit 12	Computers in Art and Design	F
Unit 13	Art and Design Specialist Contextual Investigation	Unit 13	Art and Design Specialist Contextual Investigation	F
Unit 14	Community Art	Unit 14	Community Art	F

New units		Old units		Mapping (new topics in italics)
Number	Name	Number	Name	
Unit 15	Fundraising for Art and Design			N Gathering information on sources of funding: making a funding application
Unit 16	Promoting Art and Design Work			N Plan and produce a promotional campaign for art and design
Unit 17	Management of Art and Design Projects			N Working with stakeholders to plan and realise an art and design project
Unit 18	Collaborative Working in Art and Design			N Knowing about, planning and participating in a collaborative project
Unit 19	Educating Through Art and Design			N Using art and design in education to develop teaching resources
Unit 20	Developing Business Models for the Art and Design Sector			N Business planning, taking into account type of business, finance, marketing, documentation, intellectual property rights
Unit 21	Starting a Small Business			N Identifying business opportunities, legal and financial issues, presenting business ideas, producing a start-up proposal
Unit 22	Setting up an Art and Design Studio			N Researching, planning for and working with others in an art and design studio
Unit 23	Photography Media, Techniques and Technology	Unit 15	Photography Media, Techniques and Technology	F
Unit 24	Photographic Studio Techniques	Unit 20	Photographic Studio Techniques	F
Unit 25	Studio Photography	Unit 122	Studio Photography	F
Unit 26	Specialist Studio Photography	Unit 123	Specialist Studio Photography	F
Unit 27	Digital Image Capture and Editing	Unit 124	Digital Image Capture and Editing	F
Unit 28	Commercial Photographic Laboratory Operations	Unit 22	Commercial Photographic Laboratory Operations	F

New units		Old units		Mapping (new topics in italics)
Number	Name	Number	Name	
Unit 29	Photography Location Techniques	Unit 26	Photography Location Techniques	F
Unit 30	Location Photography	Unit 23	Location Photography	F
Unit 31	Specialist Location Photography	Unit 24	Specialist Location Photography	F
Unit 32	Experimental Imagery in Photography	Unit 27	Experimental Imagery in Photography	F
Unit 33	Lens-Based Image Making	Unit 28	Lens-Based Image Making	F
Unit 34	Image Manipulation Using Computer Applications	Unit 32	Image Manipulation Computer Applications	F
Unit 35	Darkroom Practice	Unit 16	Darkroom Practice	F
Unit 36	Darkroom Applications	Unit 21	Darkroom Applications	F
Unit 37	Graphics Media, Techniques and Technology	Unit 40	Graphics Media, Techniques and Technology	F
Unit 38	Mixed Media Image Making	Unit 41	Mixed Media Image Making	F
Unit 39	Typefaces and Letter Forms	Unit 33	Type and Letter Forms	F
Unit 40	Typographic and Layout Design	Unit 34	Typographic Design	F
Unit 41	Words and Images in Graphic Design	Unit 35	Words and Images in Graphic Design	F
Unit 42	Design for Advertising	Unit 42	Design for Advertising	F
Unit 43	Graphics for 3D Application	Unit 43	Graphics for 3D Applications	F
Unit 44	Website Design	Unit 39	Website Design	F
Unit 45	Graphic Image Making	Unit 36	Graphic Image Making	F
Unit 46	Digital Storytelling	Unit 45	Digital Storytelling	F
Unit 47	Factual Writing in Art and Design	Unit 107	Factual Writing in Art and Design	F

New units		Old units		Mapping (new topics in italics)
Number	Name	Number	Name	
Unit 48	Narrative Image Making	Unit 44	Narrative Image Making	F
Unit 49	Specialist Illustration Using Computer Applications	Unit 65	Specialist Illustration Computer Applications	F
Unit 50	Information Graphics	Unit 37	Information Graphics	F
Unit 51	3D Computer Modelling	Unit 30	3D Computer Modelling	F
Unit 52	3D Animation	Unit 121	3D Animation	F
Unit 53	2D Animation Production	Unit 31	2D Animation Production	F
Unit 54	Film and Video Editing Techniques	Unit 18	Film and Video Editing Techniques	F
Unit 55	Understanding Video Technology	Unit 17	Understanding Video Technology	F
Unit 56	Producing Video Installation Work	Unit 19	Producing Video Installation Work	F
Unit 57	Human-Computer Interfaces for Computer Games	Unit 38	Human-computer Interfaces	F
Unit 58	Sound in Interactive Media	Unit 110	Sound in Interactive Media	F
Unit 59	Stop Motion Animation Production	Unit 116	Stop Motion Animation Production	F
Unit 60	Single Camera Techniques	Unit 118	Single Camera Techniques	F
Unit 61	Pre-production Techniques for the Creative Media Industries	Unit 25	Pre-Production Techniques for the Media Industries	F Note the new unit has a 5 credit rating
Unit 62	Interactive Media Authoring	Unit 104	Interactive Media Authoring	F
Unit 63	Interactive Media Design	Unit 105	Interactive Media Practices	F
Unit 64	Introduction to Music Technology	Unit 108	Introduction to Music Technology	F
Unit 65	Audio Production Processes and Techniques	Unit 109	Audio Production Processes and Techniques	F

New units		Old units		Mapping (new topics in italics)
Number	Name	Number	Name	
Unit 66	Digital Video Production for Interactive Media	Unit 111	Video Production for Interactive Media	F
Unit 67	Computer Game Engines	Unit 112	Computer Game Engines	F
Unit 68	Computer Game Design	Unit 113	Computer Game Design	F
Unit 69	Sound for Computer Games	Unit 114	Sound for Computer Games	F
Unit 70	Computer Game Story Development	Unit 115	Computer Game Story Development	F
Unit 71	Soundtrack Production for the Moving Image	Unit 117	Soundtrack Production for Television and Film	F
Unit 72	Drawing Concept Art for Computer Games	Unit 119	Drawing Concept Art for Computer Games	F
Unit 73	Web Animation for Interactive Media	Unit 120	Web Animation for Interactive Media	F
Unit 74	Principles of Software Design and Development	Unit 106	Principles of Software Design and Development	F
Unit 75	Drawing from Observation			N Use techniques and media to produce finished work based on observation
Unit 76	Generating Fine Art Ideas	Unit 56	Generating Fine Art Ideas	F
Unit 77	Fine Art Principles	Unit 57	Fine Art Principles	F
Unit 78	Developing and Realising Fine Art Ideas	Unit 58	Developing and Realising Fine Art Ideas	F
Unit 79	Multi Disciplinary Work in Fine Art	Unit 59	Multi Disciplinary Work in Fine Art	F
Unit 80	Painting in Fine Art	Unit 60	Painting in Fine Art	F
Unit 81	Printmaking	Unit 61	Printmaking	F
Unit 82	Sculpture	Unit 62	Sculpture	F
Unit 83	Public Art	Unit 64	Public Art	F
Unit 84	Presenting Fine Art Work	Unit 125	Presenting Fine Art Work	F

New units		Old units		Mapping (new topics in italics)
Number	Name	Number	Name	
Unit 85	Exploring Specialist Techniques	Unit 54	Exploring Specialist Techniques	F
Unit 86	Extending Specialist Techniques	Unit 55	Extending Specialist Techniques	F
Unit 87	Exploring Specialist Ceramics Techniques	Unit 63	Exploring Specialist Ceramics Techniques	F
Unit 88	Extending Specialist Ceramics Techniques	Unit 73	Extending Specialist Ceramics Techniques	F
Unit 89	Developing and Realising Design Craft Ideas	Unit 66	Developing and Realising Design Craft Ideas	F
Unit 90	3D Design Media, Techniques and Technology	Unit 46	3D Design Media, Techniques and Technology	F
Unit 91	Large Scale Working	Unit 51	Large Scale Working	F
Unit 92	Large Scale Design	Unit 52	Large Scale Design	F
Unit 93	Small Scale Working	Unit 47	Small Scale Working	F
Unit 94	Small Scale Design	Unit 48	Small Scale Design	F
Unit 95	Human Scale Working	Unit 49	Human Scale Working	F
Unit 96	Human Scale Design	Unit 50	Human Scale Design	F
Unit 97	Product Design			N Research, develop and produce a product
Unit 98	Design for Moving Parts	Unit 53	Design for Moving Parts	F
Unit 99	Exploring Resistant Materials	Unit 67	Exploring Resistant Materials	F
Unit 100	Extending Resistant Materials	Unit 68	Extending Resistant Materials	F
Unit 101	Exploring Non-resistant Materials	Unit 69	Exploring Non-resistant Materials	F
Unit 102	Extending Non-resistant Materials	Unit 70	Extending Non-resistant Materials	F
Unit 103	Exploring Specialist Glass Techniques	Unit 74	Exploring Specialist Glass Techniques	F

New units		Old units		Mapping (new topics in italics)
Number	Name	Number	Name	
Unit 104	Extending Specialist Glass Techniques	Unit 75	Extending Specialist Glass Techniques	F
Unit 105	Exploring Specialist Metal and Jewellery Techniques	Unit 76	Exploring Specialist Metal and Jewellery Techniques	F
Unit 106	Extending Specialist Metal and Jewellery Techniques	Unit 77	Extending Specialist Metal and Jewellery Techniques	F
Unit 107	Exploring Specialist Textiles Techniques	Unit 71	Exploring Specialist Textiles Techniques	F
Unit 108	Extending Specialist Textiles Techniques	Unit 72	Extending Specialist Textiles Techniques	F
Unit 109	3D Sculptural Textiles	Unit 103	3D Sculptural Textiles	F
Unit 110	Papermaking and Printmaking	Unit 96	Papermaking and Printmaking in Textiles	F
Unit 111	Fabric Manipulation	Unit 97	Fabric Manipulation	F
Unit 112	Feltmaking and Felting	Unit 98	Feltmaking and Felting	F
Unit 113	Textile Installation	Unit 99	Textile Installation	F
Unit 114	Woven Textiles	Unit 100	Woven Textiles	F
Unit 115	Knitted Textiles	Unit 101	Knitted Textiles	F
Unit 116	Embroidered Textiles	Unit 102	Embroidered Textiles	F
Unit 117	Surface Pattern	Unit 90	Surface Pattern for Fashion and Clothing	F
Unit 118	Repeat Pattern	Unit 91	Repeat Pattern for Fashion and Clothing	F
Unit 119	Printed Textiles	Unit 92	Printed Textiles for Fashion and Clothing	F
Unit 120	Fashion Media, Techniques and Technology	Unit 78	Fashion Media, Techniques and Technology	F
Unit 121	Pattern Construction for Fashion and Clothing	Unit 79	Pattern Construction for Fashion and Clothing	F
Unit 122	Pattern Development for Fashion and Clothing	Unit 80	Pattern Development for Fashion and Clothing	F

New units		Old units		Mapping (new topics in italics)
Number	Name	Number	Name	
Unit 123	Pattern Grading for Fashion and Clothing	Unit 81	Pattern Grading for Fashion and Clothing	F
Unit 124	Production Techniques for Fashion and Clothing	Unit 82	Production Techniques for Fashion and Clothing	F
Unit 125	Computer Applications in Fashion	Unit 83	CAD/CAM for the Fashion Industry	X
Unit 126	Fashion Marketing	Unit 87	Computer Applications in Fashion	CAD/CAM for production and manufacture of garments and accessories
Unit 127	Fashion Visualisation	Unit 84	Fashion Marketing	F
Unit 128	Garment Production	Unit 85	Fashion Visualisation	F
Unit 129	Accessory Production	Unit 86	Garment/Accessory Production	P New unit focuses on garments
Unit 130	Fashion Presentation Techniques	Unit 86	Garment/Accessory Production	P New unit focuses on accessories
Unit 131	Fashion Promotion	Unit 88	Fashion Presentation Techniques	F
Unit 132	Fashion in Retail	Unit 89	Fashion Promotion	F
Unit 133	Fashion Styling			N Knowledge and understanding of the fashion retail business
Unit 134	Fashion Buying			N Knowledge of fashion styling for individuals and groups; applying this to fashion styling practice
Unit 135	Developing Costume Design Skills	Unit 93	Developing Costume Design	N Knowing about roles and responsibilities; interpreting trends; understanding range planning
Unit 136	Makeup Application Skills and Creative Uses	Unit 94	Basic Makeup Design and Application	F
Unit 137	Hairstyling and Dressing for Performers	Unit 95	Hair Styling and Dressing for Performers	F



# Annexe G

## Examples of calculation of qualification grade above pass grade

Edexcel will automatically calculate the qualification grade for your learners when your learner unit grades are submitted.

The generic examples below demonstrate how the qualification grade above pass is calculated using the following two tables which are also shown in the section earlier on in the specification Calculation of the qualification grades above pass grade.

## Points available for credits achieved at different QCF levels and unit grades

The table below shows the **number of points scored per credit** at the unit level and grade.

Unit QCF level	Points per credit		
	Pass	Merit	Distinction
Level 2	5	6	7
<b>Level 3</b>	<b>7</b>	<b>8</b>	<b>9</b>
Level 4	9	10	11

Learners who achieve the correct number of points within the ranges shown in the 'qualification grade' table below will achieve the qualification merit, distinction or distinction\* grades (or combinations of these grades appropriate to the qualification).

### Qualification grade

#### BTEC Level 3 Certificate

Points range above pass grade	Grade	
230-249	Merit	M
250-259	Distinction	D
260 and above	Distinction*	D*

#### BTEC Level 3 Subsidiary Diploma

Points range above pass grade	Grade	
460-499	Merit	M
500-519	Distinction	D
520 and above	Distinction*	D*

## BTEC Level 3 Diploma

Points range above pass grade	Grade
880-919	MP
920-959	MM
960-999	DM
1000-1029	DD
1030-1059	DD*
1060 and above	D*D*

## BTEC Level 3 Extended Diploma

Points range above pass grade	Grade
1300-1339	MPP
1340-1379	MMP
1380-1419	MMM
1420-1459	DMM
1460-1499	DDM
1500-1529	DDD
1530-1559	DDD*
1560-1589	DD*D*
1590 and above	D*D*D*

### Example 1

#### Achievement of pass qualification grade

A learner completing a 30-credit Edexcel BTEC Level 3 Certificate **does not** achieve the points required to gain a merit qualification grade.

	Level	Credit	Grade	Grade points	Points per unit = credit x grade
Unit 1	3	10	Pass	7	$10 \times 7 = 70$
Unit 2	3	10	Pass	7	$10 \times 7 = 70$
Unit 3	3	10	Merit	8	$10 \times 8 = 80$
<b>Qualification grade totals</b>		<b>30</b>	<b>Pass</b>		<b>220</b>

## Example 2

### Achievement of merit qualification grade

A learner completing a 30-credit Edexcel BTEC Level 3 Certificate achieves the points required to gain a merit qualification grade.

	Level	Credit	Grade	Grade points	Points per unit = credit x grade
Unit 1	3	10	Pass	7	$10 \times 7 = 70$
Unit 2	3	10	Merit	8	$10 \times 8 = 80$
Unit 3	3	10	Merit	8	$10 \times 8 = 80$
<b>Qualification grade totals</b>			<b>Merit</b>		<b>230</b>

## Example 3

### Achievement of distinction qualification grade

A learner completing a 60-credit Edexcel BTEC Level 3 Subsidiary Diploma achieves the points required to gain a distinction qualification grade.

	Level	Credit	Grade	Grade points	Points per unit = credit x grade
Unit 1	3	10	Merit	8	$10 \times 8 = 80$
Unit 2	3	10	Distinction	9	$10 \times 9 = 90$
Unit 3	3	10	Distinction	9	$10 \times 9 = 90$
Unit 5	3	10	Merit	8	$10 \times 8 = 80$
Unit 6	2	10	Distinction	7	$10 \times 7 = 70$
Unit 11	3	10	Distinction	9	$10 \times 9 = 90$
<b>Qualification grade totals</b>		<b>60</b>	<b>Distinction</b>		<b>500</b>

## Example 4

### Achievement of distinction merit qualification grade

A learner completing a 120-credit Edexcel BTEC Level 3 Diploma achieves the points required to gain a distinction merit qualification grade.

	Level	Credit	Grade	Grade points	Points per unit = credit x grade
Unit 1	3	10	Merit	8	$10 \times 8 = 80$
Unit 2	3	10	Distinction	9	$10 \times 9 = 90$
Unit 3	3	10	Distinction	9	$10 \times 9 = 90$
Unit 4	3	10	Merit	8	$10 \times 8 = 80$
Unit 5	3	10	Merit	8	$10 \times 8 = 80$
Unit 6	2	10	Distinction	7	$10 \times 7 = 70$
Unit 11	3	10	Distinction	9	$10 \times 9 = 90$
Unit 15	4	10	Merit	10	$10 \times 10 = 100$
Unit 17	3	10	Pass	7	$10 \times 7 = 70$
Unit 18	3	10	Pass	7	$10 \times 7 = 70$
Unit 25	3	20	Merit	8	$20 \times 8 = 160$
<b>Qualification grade totals</b>		<b>120</b>	<b>Distinction Merit</b>		<b>980</b>

## Example 5

### Achievement of merit merit merit qualification grade

A learner completing a 180-credit Edexcel BTEC Level 3 Extended Diploma achieves the points required to gain a merit merit merit qualification grade.

	Level	Credit	Grade	Grade points	Points per unit = credit x grade
Unit 1	3	10	Merit	8	$10 \times 8 = 80$
Unit 2	3	10	Pass	7	$10 \times 7 = 70$
Unit 3	3	10	Distinction	9	$10 \times 9 = 90$
Unit 4	3	10	Merit	8	$10 \times 8 = 80$
Unit 5	3	10	Pass	7	$10 \times 7 = 70$
Unit 6	2	10	Distinction	7	$10 \times 7 = 70$
Unit 11	3	10	Distinction	9	$10 \times 9 = 90$
Unit 12	3	10	Merit	8	$10 \times 8 = 80$
Unit 15	4	10	Pass	9	$10 \times 9 = 90$
Unit 17	3	10	Pass	7	$10 \times 7 = 70$
Unit 18	3	10	Pass	7	$10 \times 7 = 70$
Unit 20	3	10	Pass	7	$10 \times 7 = 70$
Unit 22	3	10	Merit	8	$10 \times 8 = 80$
Unit 25	3	20	Pass	7	$20 \times 7 = 140$
Unit 35	3	10	Distinction	9	$10 \times 9 = 90$
Unit 36	3	10	Merit	8	$10 \times 8 = 80$
Unit 38	3	10	Distinction	9	$10 \times 9 = 90$
<b>Qualification grade totals</b>		<b>180</b>	<b>Merit Merit Merit</b>		<b>1410</b>

January 2010

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