Unit Title: Digital Lifestyle	
Level:	Entry Three
Credit Value:	1
GLH:	10
OCNLR Unit Code:	CP5/E3/LQ/002
Ofqual Unit Reference Number:	A/506/1771

This unit has 5 learning outcomes

LEARNING OUTCOMES	ASSESSMENT CRITERIA
The learner will:	The learner can:
1. Understand the basics of digital technology.	1.1. Outline the benefits of digital technology. 1.2. Outline how digital technology expands the features of digital devices.
2. Understand the basics of digital audio.	2.1. Identify the characteristics of digital audio. 2.2. Outline the concepts of recording, copying, and converting digital audio. 2.3. Identify the features of speech technologies.
3. Understand the basics of digital video.	3.1. Identify the characteristics of digital video. 3.2. Outline what digital video editing is and the output formats for digital video. 3.3. Identify the features of Web video technologies.
4. Understand the basics of digital photography.	4.1. Outline the benefits, features, and workings of a digital camera. 4.2. Outline how to edit and manage digital images. 4.3. Identify the features of different types of printers that are available for printing photos.

5.	Understand the career opportunities for those with digital technology experience.	5.1.	Outline how digital technology helps people work from any location.
		5.2.	Identify the career opportunities available for information workers.
		5.3.	Identify the career opportunities available for IT professionals.
		5.4.	Identify the career opportunities available for digital technology developers.

Assessment

The grid below gives details of the assessment activities to be used with the unit attached.
Please refer to the OCN London Assessment Definitions document for definitions of each activity and the expectations for assessment practice and evidence for verification.

P = Prescribed   This assessment method *must* be used to assess all or part of the unit.

O = Optional   This assessment method *could* be used to assess all or part of the unit.

Case Study		Project	O
Written question & answer/test/exam		Role play/simulation	
Essay		Practical demonstration	P
Report		Group discussion	
Oral question and answer	O	Performance/exhibition	
Written description		Production of artefact	

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