

Unit Title: Introduction to Developing a Personal Learning Programme	
Level:	Entry Three
Credit Value:	3
GLH:	30
OCNLR Unit Code:	HB1/E3/LQ/027
Ofqual Unit Reference Number:	T/504/8498

This unit has 4 learning outcomes

LEARNING OUTCOMES	ASSESSMENT CRITERIA
The learner will:	The learner can:
1. Be able to consider own skills and experience when planning for further learning.	1.1. State favourite areas of learning. 1.2. List own skills in those areas. 1.3. Identify a preferred area for further learning.
2. Be able to seek advice and guidance in respect of own learning needs.	2.1. Identify an appropriate person who can provide advice and guidance. 2.2. Consider further available learning opportunities with an appropriate person. 2.3. Agree possible learning options.
3. Understand the purpose and value of discussing own learning programme.	3.1. State a reason why it is important to talk about own learning programme with an appropriate person. 3.2. Identify what is most important about own learning programme. 3.3. Agree a suitable learning programme with an appropriate other person.
4. Be able to review progress on personal learning programme.	4.1. Identify learning goal(s). 4.2. State progress made towards achieving goal(s) at regular intervals. 4.3. Identify appropriate person(s) who can provide on-going guidance and advice.

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