

Developing Animation	
Level:	One
Credit Value:	3
GLH:	27
OCNLR Unit Code:	KJ3/1/LQ/002
Ofqual Unit Reference Number:	A/508/1941

*This unit has 4 learning outcomes*

LEARNING OUTCOMES	ASSESSMENT CRITERIA
<b>The learner will:</b>	<b>The learner can:</b>
1. Know animation styles and techniques.	1.1. Give examples of styles used by animators. 1.2. List techniques used by contemporary animators.
2. Know how to develop and record ideas for an animated sequence.	2.1. Collect information from different sources to generate ideas for an animated sequence. 2.2. Make records of developed ideas.
3. Be able to produce materials for an animated sequence.	3.1. Plan how produce an animated sequence. 3.2. Produce materials for the animated sequence.
4. Understand how to review own work.	4.1. Outline ways to adapt ideas to amend and improve work.

## 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		Role play/simulation	
Essay		Practical demonstration	O
Report		Group discussion	
Oral question and answer	O	Performance/exhibition	
Written description	O	Production of artefact	
Reflective log/diary		Practice file	