

Unit Title: Developing ICT Skills	
Level:	Entry One
Credit Value:	4
GLH:	40
OCNLR Unit Code:	HD6/E1/LQ/025
Ofqual Unit Reference Number:	Y/502/4324

*This unit has 3 learning outcomes*

LEARNING OUTCOMES	ASSESSMENT CRITERIA
<b>The learner will:</b>	<b>The learner can:</b>
1. Use ICT to control the environment.	1.1. Effect change in their own environment, using ICT.
2. Use ICT as a source of information.	2.1. Gain information through ICT.
3. Use ICT to communicate or to augment or enable communication.	3.1. Communicate using ICT.
<b>Assessment Criteria</b>	<b>Possible Ways of Demonstrating that the Criteria have been Met</b>
1.1. Effect change in their own environment, using ICT.	<ul style="list-style-type: none"> <li>☒ showing an awareness of a switch</li> <li>☒ activating a switch through a reflex movement</li> <li>☒ accepting hand-on-hand guidance to use a switch</li> <li>☒ responding to an image or sound when activated by chance</li> <li>☒ connecting the use of a switch to the action it causes</li> <li>☒ using a switch to build an image, repeating presses until image is complete</li> <li>☒ using switches in a variety of tools to effect different actions</li> </ul>

2.1. Gain information through ICT.

- ✘ showing an awareness of ICT-generated audio or visual stimuli
- ✘ demonstrating a response (which may be reflex) to auditory/visual stimuli
- ✘ showing awareness of images, sounds and animations
- ✘ demonstrating preferences for certain sounds and images
- ✘ anticipating certain animations or sounds in familiar sequences
- ✘ tracking movements on a screen
- ✘ using a touch screen
- ✘ using a concept keyboard
- ✘ recognising and using on-screen symbols and images
- ✘ working with a facilitator to retrieve previously stored information (e.g. a person-centred learning plan)
- ✘ working with a facilitator to access information relevant to the individual on the internet (e.g. TV listings or football club homepage) or from a CD ROM
- ✘ receiving emails and/or texts

<p>3.1. Communicate using ICT.</p>	<ul style="list-style-type: none"> <li>✘ showing an awareness of ICT-generated audio or visual stimuli; e.g. images, sounds or animations</li> <li>✘ demonstrating a response (which may be reflex) to auditory/visual stimuli</li> <li>✘ demonstrating preferences for certain sounds and images</li> <li>✘ anticipating certain animations or sounds in familiar sequences</li> <li>✘ tracking movements on a screen</li> <li>✘ using a touch screen</li> <li>✘ using a concept keyboard</li> <li>✘ recognising and using on-screen symbols and images</li> <li>✘ using enabling technology (e.g. speech synthesiser or voice recognition software)</li> <li>✘ confirming a choice by pressing an option button (e.g. 'cash' at an ATM)</li> <li>✘ inputting a pin number (possibly read out to them or by copying from a written version)</li> <li>✘ working with a facilitator to input information into a document in the form of words, symbols or pictures</li> <li>✘ working with a facilitator to send emails and/or texts</li> </ul>
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## 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	O
Essay		Practical demonstration	O
Report		Group discussion	O

Oral question and answer	O	Performance/exhibition	O
Written description		Production of artefact	
Reflective log/diary		Practice file	