



Non-Exam Assessment: Internal Synoptic Project

NCFE Level 1/2 Technical Award in Interactive Media
(603/7005/1)

Learner copy

SAMPLE

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Introduction

The internal, non-exam assessment (NEA) takes the form of an internal synoptic project. It is a formal assessment that requires the learner to independently apply an appropriate selection of knowledge, understanding, skills and techniques, developed through the full course of study, in response to a real-world situation, to enable them to demonstrate an integrated connection and coherence between the different elements of the qualification.

The NEA will contribute 60% towards the overall qualification grade and therefore it is important that the learner produces work to the highest standard that they can. The learner, therefore, should not be entered for the internal synoptic project until they have been taught the full course of study, to ensure that they are in the best position to complete the internal synoptic project successfully.

What is Synoptic Assessment?

Synoptic assessment is an important part of a high-quality vocational qualification because it shows that learners have achieved a holistic understanding of the sector and that they can make effective connections between different aspects of the subject content and across the breadth of the assessment objectives in an integrated way. The Department for Education (DfE) has consulted with awarding organisations and agreed the following definition for synoptic assessment:

“A form of assessment which requires a candidate to demonstrate that s/he can identify and use effectively in an integrated way an appropriate selection of skills, techniques, concepts, theories, and knowledge from across the whole vocational area, which are relevant to a key task.”

Synoptic assessment enables learners to show that they can transfer knowledge and skills learnt in one context to resolve problems raised in another. To support the development of a synoptic approach, the qualification encourages learners to make links between elements of the course and to demonstrate how they have integrated and applied their increasing knowledge and skills.

As learners progress through the course, they will use and build upon knowledge and skills learnt across units. The internal synoptic project will test the learners' ability to respond to a real-world situation.

Information for learners

Introduction

The internal non-exam assessment (NEA) is a formal assessment that will contribute 60% towards your overall qualification grade and therefore it is important that you produce work to the highest standard that you can.

You will be assessed on your ability to independently select, apply and bring together the appropriate knowledge, understanding, skills and techniques you have learnt throughout your course of study, in response to a brief, set in a real-world-situation.

The NEA will be assessed holistically using a levels of response mark grid and against five integrated assessment objectives. These assessment objectives and their weightings are shown below.

Suggested completion time

You have been provided with a total of **17** hours to complete this non-examined assessment. You may use some, or all, of the time provided for each task. You are allowed to use time allocated to one task on another task should you require. You are not allowed to exceed the total number of hours.

<p>Assessment objective</p> <p>AO1 – Recall knowledge and show understanding</p> <p>The emphasis here is for learners to recall and communicate the fundamental elements of knowledge and understanding.</p> <p>20 marks (16.67%)</p>
<p>AO2 – Apply knowledge and understanding</p> <p>The emphasis here is for learners to apply their knowledge and understanding to real-world contexts and novel situations.</p> <p>32 marks (26.67%)</p>
<p>AO3 – Analyse and evaluate knowledge and understanding</p> <p>The emphasis here is for learners to develop analytical thinking skills to make reasoned judgements and reach conclusions.</p> <p>12 marks (10%)</p>
<p>AO4 – Demonstrate and apply relevant technical skills, techniques, and processes</p> <p>The emphasis here is for learners to demonstrate the essential technical skills relevant to the vocational sector, by applying the appropriate processes, tools, and techniques.</p> <p>40 marks (33.33%)</p>
<p>AO5 – Analyse and evaluate the demonstration of relevant skills and techniques.</p> <p>The emphasis here is for learners to analyse and evaluate the essential technical skills, processes, tools and techniques relevant to the vocational sector.</p> <p>16 marks (13.33%)</p>

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Non-exam assessment: Internal Synoptic Project

Sample

To be given to learners on or after 5 January 2021.

Learner instructions

- Read the project brief carefully before you start the work.
- You **must** clearly identify and label all of the work you produce during the supervised time.
- You **must** hand in all of your work to the supervisor at the end of each timed session.

Learner information

- This non-exam assessment will assess your knowledge and understanding from across the qualification.
- Total marks **120**.
- The suggested completion time for this internal synoptic project is **17 hours**.
- All of the work you submit **must** be your own.

Please complete the details below clearly and in BLOCK CAPITALS.

Learner name _____

Centre name _____

Centre number

Learner number

Learner signature _____

Project brief

You have been approached by Tea and Trivia who are opening a new café in your area.

Tea and Trivia is a café chain. This company is opening a new café in your area. Tea and Trivia provides families with a creative space to play games and eat exciting food. The new café in your area wants to influence behaviour by attracting families with children aged 7 to 12 years.

Tea and Trivia has asked you to create an interactive media product. This product will provide new customers with engaging content about the games they can play and the food they can eat when they visit the cafe.

Tea and Trivia would like you to present **one** of the following interactive products:

- a website
- a mobile phone or tablet app
- a product that can be accessed on an information kiosk.

Project instructions:

Along with the final interactive media product, Tea and Trivia has asked you to present a portfolio. This portfolio should include:

1. research (2 hours)
2. a product proposal for your Tea and Trivia interactive media product (2 hours)
3. planning for your Tea and Trivia interactive media product (2 hours)
4. evidence to show how you have sourced, created and edited your assets (4 hours)
5. evidence to show how you have created your final interactive media product (5 hours)
6. evaluation of your final interactive media product (2 hours).

Assessment tasks

Task 1 – Research	
Recommended time	2 hours
Content areas assessed	1 – Types of interactive media products and their features 2 – Interactive media and the audience 3 – Software and hardware options for interactive media products 4 – Product proposals and planning for interactive media products
Assessment objectives	AO1 – 4 AO2 – 4 AO3 – 4
<p>You are required to:</p> <ul style="list-style-type: none"> analyse and interpret the product brief and the client needs carry out research to develop initial product ideas. <p>Your research should focus on one type of interactive product from the list that Tea and Trivia provided.</p> <p>Annotate your research to justify how your initial product ideas meet the project brief and client needs.</p> <p>You are permitted to use the internet to support your research. You must reference all sources used.</p> <p style="text-align: right;">[12 marks]</p>	
Evidence	<ul style="list-style-type: none"> Annotated research/initial product ideas. Your internet browsing history used for research and planning purposes.
Evidence formats	<p>Your evidence must be provided in one of the following formats:</p> <ul style="list-style-type: none"> hard copy electronic.

Task 2 – Product proposal.	
Recommended time	4 hours
Content areas assessed	1 – Types of interactive media products and their features 2 – Interactive media and the audience 3 – Software and hardware options for interactive media products 4 – Product proposals and planning for interactive media products 5 – Developing an interactive media product 6 – Promotion and presentation of interactive media products
Assessment objectives	AO1 – 4 marks AO2 – 4 marks AO3 – 4 marks
<p>Using your research and initial ideas from task 1 part (a) You are required to:</p> <ul style="list-style-type: none"> • create an interactive media product proposal for Tea and Trivia that communicates your initial ideas effectively. <p>Your proposal must meet the brief and provide justification for your creative choices.</p> <p>You are permitted to use the internet to support your response to the task. You must reference all sources used.</p> <p style="text-align: right;">[12 marks]</p>	
Evidence	<ul style="list-style-type: none"> • A proposal of your interactive media product. • Your internet browsing history used for research and planning purposes.
Evidence formats	<p>Your evidence must be provided in the following format:</p> <ul style="list-style-type: none"> • digital presentation.

Task 3 – Planning	
Recommended time	2 hours
Content areas assessed	1 – Types of interactive media products and their features 2 – Interactive media and the audience 3 – Software and hardware options for interactive media products 4 – Product proposals and planning for interactive media products 5 – Developing an interactive media product
Assessment objectives	AO1 – 4 marks AO2 – 4 marks AO3 – 4 marks
<p>Tea and Trivia has asked you to plan for production.</p> <p>You are required to:</p> <ul style="list-style-type: none"> create a plan for the production of your interactive media product based on the proposal you created in task 2. <p>Your plan must evidence each of the five (5) following areas:</p> <ul style="list-style-type: none"> your planning tools choices of hardware choices of software asset choices sources, processes, and techniques that you will use. <p>You are permitted to use the internet to support your response to the task. You must reference all sources used.</p> <p style="text-align: right;">[12 marks]</p>	
Evidence	<ul style="list-style-type: none"> A plan of your interactive media product. Your internet browsing history used for research and planning purposes.
Evidence format	<p>Your evidence can be provided in any of the following formats:</p> <ul style="list-style-type: none"> written report annotated diagrams digital presentation screen shots screen recordings.

Task 4 – Developing assets	
Recommended time	4 hours
Content areas assessed	1 – Types of interactive media products and their features 2 – Interactive media and the audience 3 – Software and hardware options for interactive media products 4 – Product proposals and planning for interactive media products 5 – Developing an interactive media product
Assessment objectives	AO1 – 4 marks AO2 – 4 marks AO4 – 20 marks AO5 – 4 marks
<p>You are required to:</p> <ul style="list-style-type: none"> • create your assets for Tea and Trivia. You should follow the plan that you created in task 3. <p>You must give evidence for each of the following areas:</p> <ul style="list-style-type: none"> • sourcing of assets • development of assets • use of hardware • use of software • processes and techniques used • use of directory/folder structures • appropriate exporting options. <p>Evaluate how each of your developed assets meet <i>Tea and Trivia's</i> brief. Provide justification. You are permitted to use the internet to support your response to the task. You must reference all sources used.</p> <p style="text-align: right;">[32 marks]</p>	
Evidence	<ul style="list-style-type: none"> • Development of assets. • Evaluation of each asset and how they meet the brief. • Your internet browsing history used for research and planning purposes.
Evidence formats	<p>Your evidence can be provided in any of the following formats:</p> <p>Development of assets:</p> <ul style="list-style-type: none"> • video • images • audio • animation. <p>Evaluation of each asset and how they meet the brief:</p> <ul style="list-style-type: none"> • written report either handwritten or electronic.

Task 5 – Creating the interactive media product	
Recommended time	5 hours
Content areas assessed	1 – Types of interactive media products and their features 2 – Interactive media and the audience 3 – Software and hardware options for interactive media products 4 – Product proposals and planning for interactive media products 5 – Developing an interactive media product
Assessment objectives	AO1 – 4 marks AO2 – 16 marks AO4 – 20 marks
<p>You are required to:</p> <ul style="list-style-type: none"> carry out all production processes to create your interactive media product using the assets that you have created in task 4. <p>Your interactive media product must:</p> <ul style="list-style-type: none"> meet the needs of the brief follow your proposal from task 2 be accessible and fully functional. <p>You must provide evidence of the following production processes for your interactive media product. You should provide annotated screen shots of what you have done at that stage of the process and why:</p> <ul style="list-style-type: none"> importing assets use of hardware use of software arrangement and placement of assets creative choices processes and techniques used testing the product appropriate exporting options how the product meets the brief. <p>You are permitted to use the internet to support your response to the task. You must reference all sources used.</p> <p style="text-align: right;">[40 marks]</p>	
Evidence	<ul style="list-style-type: none"> Stage of each process. Interactive media product. Your internet browsing history used for research and planning purposes.
Evidence formats	Your evidence can be provided in the following formats:

Stage of each process:

- annotated screen shots.

Interactive media product:

- web page
- mobile app.

Task 6 – Summative evaluation of the product	
Recommended time:	2 hours
Content areas assessed:	7 – Review of production processes and final product
Assessment objectives:	AO5
<p>You are required to:</p> <ul style="list-style-type: none"> • evaluate your demonstration of the essential technical skills, processes, tools and techniques used to create your interactive media product. <p>Your evaluation must include:</p> <ul style="list-style-type: none"> • your application of creative editing and processing techniques • how well your interactive media product met the brief • how you could improve your interactive media product, in relation to the brief. <p>You must consider the following four (4) areas within your response:</p> <ul style="list-style-type: none"> • functionality of the product • accessibility for the target audience • aesthetics • usability. <p>You are permitted to use the internet to support your response to the task. You must reference all sources used.</p> <p style="text-align: right;">[12 marks]</p>	
Evidence	<ul style="list-style-type: none"> • Your evaluation.
Evidence format	<p>Your evidence must be provided in any one of the following formats:</p> <ul style="list-style-type: none"> • written responses • video with commentary.

This is the end of the non-exam assessment.

Documentation

Declaration of Authenticity

The learner and assessor must complete the form at the end of the assessment and before any marking takes place. The assessor must check the number of tasks submitted by the learner is accurate.

The completed form must be retained within the centre and is not to be sent to the moderator or NCFE unless specifically requested.

Learner Name:	
Task(s) Submitted:	
Learner Declaration:	
I certify that the work submitted for this internal synoptic project is my own. I have clearly referenced any sources used in the work. I understand that false declaration is a form of malpractice.	
Learner Signature:	
Date:	

Assessor Name:	
Assessor Declaration:	
I certify that the work submitted is the learner's own. The learner has clearly referenced any sources used in the work. I confirm that all work was conducted under conditions designed to assure the authenticity of the learner's work.	
Assessor Signature:	
Date:	

NB: Once completed, the declaration of authenticity must be stored securely within the centre, in line with the following NCFE Regulations for Conduct of NEA. A copy of this declaration form must be made available to NCFE upon request.

GDPR Consent

Section A: This section must be completed by the learner

- NCFE may select your work for use at teacher training or standardisation events. Your work will be anonymised by removing your name. All materials will be reviewed regularly and will be removed if no longer required
- NCFE may select your work at some point in the future for use in teaching and learning resources published on the NCFE website. Your work would be anonymised by removing your name. All materials will be reviewed regularly and will be removed if no longer required
- You understand that this agreement may be terminated at any time through written request.
- For further details about how we process your data please read more www.ncfe.org.uk/legal-information.

Please tick the option that applies, sign and date in the box below:

		Tick one only
I consent to my work being used in the manner detailed in Section A		
I do not consent to my work being used in the manner detailed in Section A		
Learner Signature:		
Date:		

Section B: This section must be completed by any participants who feature in the work Over 13

- I am over 13 and I give my permission for my video and/or photographic image to be used as detailed in Section A (above).

Under 13

- I give my permission for my child's video and/or photographic image to be used as detailed in Section A (above).

Name of participant (Printed)	Participant/Parent signature	Date

If any of the participants have declined permission, please tick here: