Learner Assessment Booklet

Unit Title: Developing Independent Study Skills

LEVEL: Two	**CREDIT VALUE: 6**	**Grading System: PASS**	**GLH: 48**
NOCN UNIT CODE: HB1/2/QQ/096		**ACCREDITED UNIT NO: T/500/5280**	
Hand in date: 21/1/11		**Deadlines (due): 8/4/11**	

This unit is about assisting students in raising multimedia awareness, to gain knowledge and understanding in order to further enhance their skills, and what areas they need to target for improvement. Specific skills might include the ability to:

- complete set tasks without adult intervention for increasing periods of time
- preview or skim materials before reading them in detail
- accurately decode and understand written instructions and text
- summarise the main points of the task
- use a number of different sources to locate required information for the completion of tasks
- predict likely outcomes, organise, plan and re-draft written responses
- work in co-operation in a group or individually to complete assignments
- demonstrate persistence when a task appears challenging
- demonstrate determination and organisation skills to meet deadlines
- display effective note taking skills to aid recall
- transfer learning to other areas of the curriculum
- ask for help when needed
- see mistakes as part of the learning process
- set themselves high goals and aim to achieve the best they can

This unit offers clear opportunities for learners to provide evidence of achievement in Functional Skills achievement in the following skill area/s:

Functional Skills	
English	🕐
Information Technology	🕐

This unit has 5 learning outcomes.

LEARNING OUTCOMES	ASSESSMENT CRITERIA
The learner will:	**The learner can:**
1. Know how to locate, retrieve and store information efficiently. **(Rt/L2; Wt/L2; Rs/L2; Ws/L2; Rw/L2; Ww/L2)** (Research the History of Animation and Flash – Students should hand in a research project)	1.1. Locate written reference sources relevant to given subjects or topics using standard classification systems. 1.2. Create written notes from given sources in at least two different formats. 1.3. Use browsers and simple public search engines to retrieve relevant information. 1.4. Set up electronic filing systems to enable efficient location, retrieval and transfer of information.
2. Read and respond to written materials. **(Rt/L2; Wt/L2; Rs/L2; Ws/L2; Ww/L2)** (Research the possible developments you can achieve with Flash)	2.1. Use skimming and scanning techniques to find information relevant to a given topic. 2.2. Make an accurate and organised summary of the main points extracted from the material that maintains the sense of the original.
3. Produce written materials for specific purposes. **(Wt/L2; Rs/L2; Ws/L2; Ww/L2)** **(Multimedia Project Plan)**	3.1. Produce written work using standard punctuation and accurate spelling with no major grammatical errors. 3.2. Plan and present ideas in a clearly and appropriately structured, sequenced and paragraphed written form. 3.3. Produce a basic bibliography and reference source within the scope of the work set.
4. Use basic IT applications to enhance own learning. **(Wt/L2; Rs/L2; Ws/L2; Ww/L2)** (Communicate with teacher while developing project)	4.1. Use appropriate IT functions to edit, organise and integrate information from a range of sources using backup routines. 4.2. Use basic word processing and spreadsheet programmes to present information clearly and appropriately. 4.3. Use e-mail effectively to communicate with others.
5. Make appropriate personal contributions in individual and group discussions. **(SLc/L2; SLd/L2; SLlr/L2)** (Present Final Project to the class, propose changes, and evaluate success of the project)	5.1. Give and obtain information and exchange ideas in a variety of routine situations on familiar subjects with peers, tutors and careers advisors. 5.2. Make contributions that build on the contributions of others and show both effective listening skills and sensitivity to others' opinions. 5.3. Respond appropriately to questions resulting from own contributions to discussion.

Assignment/project brief

In multimedia, most of the skills acquired are self taught all successful multimedia developers will tell you this.

You are going to teach yourself all you need to know about Flash and develop your own personal project, this could be;

- **A Flash website**
- **A portfolio build in the style of Jim Carrey website (www.jimcarrey.com)**
- **A game that could be played on the internet or an Iphone**
- **A photo gallery that can be added to a website**
- **A series of three animated banners (with at least one with maths functions) to advertise a site or product of your choice.**

Your goals for this project are to develop a Flash multimedia project and identify learning curves, opportunities and also set your own target (beginner, advanced, professional). You will need to effectively demonstrate that you can:

- ✓ **Research the History of Animation and Flash, and research the possible developments you can achieve with Flash:**
  You will need to access information, print materials, digital media, and other sources. Before finding the information you need to prepare a questionnaire of what information you need (who, what, when, where, why, how, see web design week 3 project planning and apply questions according to your research).

- ✓ **Plan and develop a simple or complex multimedia project**
  You will need to create your own library of information, by saving and retrieving information accessed, and apply what you have learnt from the knowledge source.

- ✓ **Present both Project Plan and Final Project to the class, propose changes, and evaluate success of the project.**

- ✓ **Communicate with teacher while developing project; set target goals, evaluate progress.**

Decide on which topic you want to explore and use the space bellow to tell why you have chosen this topic:	
Delete as appropriate **Multimedia** **Games Development** **Animations** **Flash Portfolio**	

Please describe your Multimedia project	
Project Name	Who is your target audience? What do you want to achieve and learn with this project? Why have you chosen this project and not another one? *When will you finish this personal project?* How are you going to achieve this project?

1. Know how to locate, retrieve and store information efficiently

1.1. Locate written reference sources relevant to given subjects or topics using standard classification systems.

Information Type	date	Information Title (page, web address)	Briefly describe content and what you have learnt from this information source	Print out ✓
~~Book~~ ~~Website~~ ~~Audio~~ ~~Newspaper~~ Video	21/1/11	**History of Computer Animation - P1** **http://www.youtube.com/watch?v=LzZwiLUVaKg**	This movie gave me an insight knowledge and understanding of why we are enjoying 3d animations today; this technology is only possible because of changes in technology (better computers), and MIT was created the first system that could calculate the trajectory of a rocket.	
Book Website Audio Newspaper Video				
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Book Website Audio Newspaper Video				
Book Website Audio Newspaper Video				
Book Website Audio Newspaper Video				
Book Website Audio Newspaper Video				
Book Website Audio Newspaper Video				

Information Type	date	Information Title (page, web address)	Briefly describe content and what you have learnt from this information source	Print out ✓
Book Website Audio Newspaper Video Other				
Book Website Audio Newspaper Video Other				
Book Website Audio Newspaper Video Other				
Book Website Audio Newspaper Video Other				
Book Website Audio Newspaper Video Other				
Book Website Audio Newspaper Video Other				
Book Website Audio Newspaper Video Other				
Book Website Audio Newspaper Video Other				
Book Website Audio Newspaper Video Other				

Student Sign and date:	Teacher Sign and date:

1.2. Create written notes from given sources in at least two different formats.

Advanced students should prepare a short report of what they have learnt from their research, and all students must attach blog entries (print, word documents, and notebook)

Teacher statements:

_____(student name), has carried their research and notes are attached to this learner book.

Sign and date:

1.3. Use browsers and simple public search engines to retrieve relevant information.

Teacher statements:

_____(student name), has carried their Internet research and attached the evidence to this learner book.

Sign and date:

1.4. Set up electronic filing systems to enable efficient location, retrieval and transfer of information.

Teacher statements:

_____(student name), has effectively an information retrieval system. See print screen of Research folder attached.

Student Sign and date:	Teacher Sign and date:

2. Read and respond to written materials

2.1. Use skimming and scanning techniques to find information relevant to a given topic.

2.2. Make an accurate and organised summary of the main points extracted from the material that maintains the sense of the original.

3. Produce written materials for specific purposes.

To fulfil the above criteria, you must produce;

- ✓ A research report; which must include your understanding of the history of Animation, Flash, or Game design. You must made use of references accordingly (bibliography).

- ✓ A project Plan; describing what you are trying to achieve (game, portfolio, gallery etc...)

3.1. Produce written work using standard punctuation and accurate spelling with no major grammatical errors.

Produce and attach a research report.

3.2. Plan and present ideas in a clear and appropriate structured, sequenced and paragraphed written form.

Produce and attach a project plan

3.3. Produce a basic bibliography and reference source within the scope of the work set.

Make use of bibliography in both your project plan and research report.

4. Use basic IT applications to enhance own learning

4.1. Use appropriate IT functions to edit, organise and integrate information from a range of sources using backup routines.

Produce and attach a research report; your report should include images scans from original research.

4.2. Use basic word processing and spreadsheet programmes to present information clearly and appropriately.

Produce and attach a research report, your report should include statistical information using an excel chart or table.

4.3. Use e-mail effectively to communicate with others.

Communicate with your teacher by e-mail, for monitoring of research, and project. Attach e-mails as evidence.

5.1. Give and obtain information and exchange ideas in a variety of routine situations on familiar subjects with peers, tutors and careers advisors.

Video of student project idea presentation is loaded on the VLE (multimedia)

5.2. Make contributions that build on the contributions of others and show both effective listening skills and sensitivity to others' opinions.

Video of student project idea presentation is loaded on the VLE (multimedia)

5.3. Respond appropriately to questions resulting from own contributions to discussion.

Video of student project idea presentation is loaded on the VLE (multimedia)