

Level 2 Certificate in Digital Applications (CiDA)

Overview

Mindful of the **success and motivation** DiDA qualifications have given to thousands of learners since their launch in 2004, we are doing our utmost to ensure that they will **continue to count in school performance tables** from 2014 onwards.

The new revised Certificate in Digital Applications is designed to **engage and enthuse** young people with an interest in creative media production and to equip them with the knowledge and skills they need to design and make effective digital products.

It teaches young people how to **express their creativity** in an informed and responsible way and encourage them to **reflect on what they produce** and strive for excellence.

It gives young people the skills they need to support future learning and to **exploit the creative and commercial employment opportunities** on offer in the digital world in which they are growing up.

Key changes

- Just one qualification: the Certificate (120 GLH)
- Revised unit titles and updated content
- 25% external assessment
- Revised assessment objectives and weightings
- Planning no longer separately assessed
- Grading changed from Distinction, Merit, Credit, Pass to A*, A, B, C

Assessment

The new Certificate in Digital Applications includes an external assessment which comprises 25% of the total assessment for the qualification. The external assessment takes the form of a practical, computer-based task and is available twice a year in January and June, starting in January 2013. See overleaf for a detailed breakdown of the qualification structure and externally assessed units.



Externally assessed units

Unit	Unit type	Type of external assessment
Unit 1: Developing Web Products	Mandatory	A two and a half hour practical examination. Candidates are expected to use web authoring and other software tools to build and test a web-based product

Qualification Structure

120 GLH <i>Equivalent in size to 1 GCSE</i>
Learners must complete one mandatory unit plus one optional unit
Developing Web Products (30 GLH)
One of
Creative Multimedia (90 GLH)
Artwork and Imaging (90 GLH)
Game Making (90 GLH)

Key to colours

	Mandatory Unit (externally assessed)
	Optional Unit (internally assessed)

All information is provisional. It is correct at time of going to press but is subject to change.

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