



Level 2 Certificate in Creative Craft (Mixed Media)

601/3232/2



INFORMATION PACK



**TECHNOLOGY
TRIUMPHS**

Making creative qualifications accessible to all

Welcome!

Thank you for enrolling onto the Technology Triumphs Distance Learning Course for the NCFE Level 2 Certificate in Creative Crafts (Cookery). These qualifications are designed for learners aged pre-16 and above, who wish to develop skills and knowledge in Creative Craft, using a range of media.

Please note, this is not a GCSE but is a GCSE Level course. The standard route is designed to span 2 years, although we have created a fast track route. As a guide, you should aim to dedicate approximately 4 hours per week term time to complete the course within 2 years. If you are following the FAST TRACK option of completing within 1 year, the recommended amount of time to dedicate to the course would be 8 hours each week. Remember- there is no obligation to complete the course within a set amount of time and we offer complete flexibility around this. You can even take longer to complete, with there being no additional charge.

The Level 2 Certificate

A Level 2 qualification aims to extend and further develop learners' skills and to extend learners' knowledge and understanding of the creative process. This is widely regarded as level to a grade A-C/ 4-9 at a GCSE standard, with other examples being a BTEC Level 2 qualification. We would recommend that you dedicate approximately 3-4 hours on the completion of each session, although you can of course dedicate more time than this.

Please also note, that whether this course is recognised as a GCSE equivalent by colleges and further education establishments, can vary according to location, college and even between courses at the same college. If reliant on this qualification for entry onto another course, it is recommended that you establish with the college whether or not this will aid admission.

As this is a distance learning course, how you manage your time is up to you. As the facilitators of the course, we can provide you with the tools and support you need to achieve your qualification - but otherwise these courses are designed to be learner led and completed independently or with the aid of a facilitator at home.

As well as having an assigned course assessor Pip, the Founder of Technology Triumphs, is contactable to provide technical support or advice when needed via the messaging service on the learning portal or via email at:

technologytriumphs@outlook.com



An Introduction To Our Creative Craft Course

This course, if completed successfully, will allow the learner to qualify with the NCFE Level 2 Certificate in Creative Craft (Mixed Media). The awarding body for this qualification is NCFE, who have approved Technology Triumphs as a training provider for this qualification.

All of our courses follow a similar structure, but Level 2 learners will be expected to show higher level skills and processes, as well as a greater developed portfolio to express their creative journey. These courses have been written over 11 fillable pdf Workbooks. Through the duration of the course, the learner will have access to a Skills Portfolio platform with their own unique log in. This platform allows the learner and tutor to share evidence of work, feedback and to communicate through a journal function.

The initial 2 workbooks are made up of 'mini projects'. These are designed to explore a range of materials, tools and processes, while building necessary skills for the rest of the course. Guidance books and links to tutorials will be provided to guide the learner through the design and make process, developing their sketchbook skills and portfolios. Workbook 3 allows the learner to pick between different specialisms as they start to develop their own style and move towards more independent working. Workbook 4 and 5 will enable the learner to consider their own brief and chosen specialism, working towards a common theme. They will then work through the design process in order to design and make a final craft product. This will in effect act as a trial run for the Major Project in the following workbooks.

Workbooks 6-10/11, learners will to complete a Major project. This will involve working towards a more sustained project, within their material/media of choice. They will also be required to choose from a range of design contexts before creating their own design brief to create their final project from.

As part of the Level 2 course, learners will be working to complete the Business Enterprise unit and create a presentation of their final product during the last workbook. Learners can use any format of their choice to present their ideas and to 'pitch' to potential financial stakeholders in order to secure funding for their business idea (think Dragon's Den!)

Aside from the Workbooks, feedback and online support, the parent or guardian of the student will act as the 'tutor' in all other aspects of session delivery - i.e., providing guidance and support when completing research tasks, as well as supervision when completing practical tasks.

Photographic evidence of the completed practical work will need to be submitted as additional evidence which can be uploaded as a Photo Gallery directly to the Skills Portfolio platform. Video logs will also need to be submitted occasionally. Again, these can be uploaded directly to the learners online portfolio. This is a necessary aspect of the course to enable us to run these provisions remotely as it evidences to the awarding body that the learner does hold the relevant skills and knowledge to pass the qualification.

For learners who might find this aspect of the course a little challenging, we have created a 'Trouble Shoot' document which will be included in your Induction pack.



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Photographic evidence of the completed practical work will need to be submitted as additional evidence which can be uploaded as a Photo Gallery directly to the Skills Portfolio platform.



In order for us to be able to deliver and assess these provisions remotely, video logs will also need to be submitted occasionally. Again, these can be uploaded directly to the learners online portfolio. Guidance on how to complete video logs will be provided. or learners who might find this aspect of the course a little challenging, we have created a 'Trouble Shoot' document which can be found towards the end of this booklet.



Deadlines

Technically, due to the flexibility of the course design, there is no official termly deadline dates beyond that of the end of the course (and even here there is flexibility). We understand however, that some families would prefer to have a structure and can therefore provide suggested dates to work towards for each workbook on request.

Assessment

These courses are assessed as a pass or fail rather than a graded qualification. However, feedback given after the workbook submission will include a RAG tracker (Red, Amber, Green) to indicate how the student is progressing through the learning objectives. More detailed written feedback will also be provided.

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Level 2 Certificate in Creative Craft Textiles

Assessor Feedback for Minor Project 2

Name Date

	Completed	Partial	Not Attempted
Moodboard	■	■	■
Themeboard	■	■	■
Product Analysis	■	■	■
Artist Research	■	■	■
Survey	■	■	■
Observational Studies	■	■	■
Materials	■	■	■
Tools & Equipment	■	■	■
Processes	■	■	■
Testing	■	■	■

Targets:

Tick when complete:

Date

What Went Well:

Even Better If:

As well as highlighting areas of strength, written comments will be provided to enable your child to develop and make improvements. Any work that needs to be revisited or developed in order to pass an assessment criteria, will be written within the Target box as a 'to do' list.

Progression through the course will be evident through an 'overview' section on the learning portal, which will show the learners progression through the course in whole.

Support

The courses have been designed to allow distance learning through pre-filmed tutorials with a 'light touch' input from an assessor. This is to ensure affordability for more families and to allow learners to develop their skills at their own pace. The tutorials and workbooks will walk the learner through many of the processes and guide them with developing their skills and knowledge in able to complete the set work. Links to these videos are provided on each workbook and these have been created specifically for the courses. There may be some tasks that require the learner to complete independent research (an especially important skill for any learner developing their creative portfolio).

Dedicated facebook pages have been set up for each of our courses as a support group for participants. This is a platform whereby anyone registered with the course (or their parents) can join and share ideas or ask for further guidance. It is also be a great place to celebrate the work and request feedback from peers about their products.

These pages are monitored and have been very positively received by learners and their families and positive spaces on social media. However, as we are unable to monitor the groups on a 24/7 basis, parental discretion would be advised if allowing young learners to join the groups.

Level 2 Mixed Media

<https://www.facebook.com/groups/309059526769948>



Technology Triumphs runs half termly awards, with certificates and prizes allocated to a number of learners. These learners are announced in half termly live events on Facebook by Pip. Only learners enrolled onto the course at the time of the competition are eligible to participate but you do not need to be active on Facebook to be eligible for a prize. We also welcome nominations direct from parents and faciliators which can be sent in via email.

Technology Triumphs also has a Pinterest page which acts as a further research tool for each individual course it runs:

<https://www.pinterest.co.uk/technologytriumphs/>

The Technology Triumphs ethos is to make creative qualification accessible to all. If your child has specific needs that you think might prevent them from accessing any of the course or meeting the requirements, please get in touch to discuss this with us as we are focussed on providing the best learning experience for all children.

Pip is contactable via the following email:
technologytriumphs@outlook.com.

Bookings

We open enrolment for all of our courses 3 times a year. The enrolment windows are for a September, January and April start. It isn't possible to retrospectively book onto a cohort but you are able to book onto the next enrolment point once the previous booking window has closed.

We use an online platform that is GDPR compliant for all of our courses and all current classes taking bookings can be found via the following link:



ClassForKids <https://technology-triumphs.class4kids.co.uk/>

When you make your booking you will be prompted to 'subscribe'.

Please note that your booking is secure once you have subscribed to ensure payments are set up in advance of the course starting.

Payments

Total cost of our Level 2 courses, including registration and certification, is £600. In order to make the courses as affordable as possible for home educating families, we operate a monthly payment plan for the course itself. This does not effect the total price you pay.

Level 2 Qualifications : 24 monthly payments of £25

If you are opting for the FAST TRACK option through the course the payment plan is:

Level 2 Qualifications : 12 monthly payments of £50

As you will have subscribed to the course, payments will automatically be taken on the 1st of each month.

Your first payment will be taken on the 1st day of the month **before** you are beginning the course (if you have subscribed in advance of this you will receive a notification that the payments have been 'paused'. You don't need to action anything as we are able to 'unpause' at the relevant time). This payment option is available at our 3 enrolment points through the year for a September, January or April start.

After successful payment of the first months subscription, you will be sent an Induction pack which will be sent in advance of the course starting.

You are under no obligation to complete the payments in full and the subscription can be cancelled at any point with 3 working days notice in advance of the next payment. We will hold details and work on account for a period of 12 months should you decide to re-register the learner at one of the next 3 enrolment points, and payments will simply pick up from where you left off.

Enrolment is available all year around for anyone wishing to pay for the course in full. Please use our 'Immediate Enrolment' option on our booking page for this option.

We cannot offer refunds on retrospective months.

FAQ

The booking system states lessons are on a Monday - we thought the lessons were all pre-filmed.

Lessons are all pre filmed and there is no set requirement to complete the work on any particular day or time. The booking system automatically generates a 'time' for lessons but this can be completely disregarded.

What if my circumstances change and we no longer want to continue with the course?

That is absolutely fine. We have designed the course with flexibility in mind and it can be cancelled at any point with no obligation for future payments. We also hold work on account for a period of 12 months should the learner wish to re register at one of our enrolment points and pick up from where they left off with payments.

Is there a sibling discount?

Unfortunately not - Technology Triumphs has been entirely self funded from the start and receives no government funding. The course fees cover the cost of registration and certification with the awarding body, as well as the tutor time needed to assess and feedback for each individual learner. Costs have been kept as low as possible to ensure as many families as possible are able to afford the provisions.

We want to complete in a year - is this possible?

Yes! We have a FAST TRACK option for our courses. The learner needs to simply complete more work each week in order to complete within one year. The total cost remains the same, but monthly payments double to £50.

What if my child needs more time?

This is also absolutely fine - with no end point exams we can offer flexibility up to 12 months beyond the scheduled course finish date.

We don't use social media - is this a problem?

This is absolutely fine - there is no obligation to join the Facebook groups, this is an additional support measure and is not required to access and complete the course.

The course doesn't work for us - can I get a refund?

Whilst the subscription can be cancelled at any point - we cannot offer refunds on retrospective months due to the costs associated in managing the learner on the course.

I've finished earlier/later - do I pay less/more?

Total cost of the course remains the same no matter how long you take to complete -there is no penalisation for taking longer than your subscription plan to complete.

Course Content Term

1-5

Workbook 1

Film Prop Making

'Magical Films'

Design and make film props for a magical themed production.



Workbook 2

Printing Homeware

'Marvel,DMC,Pixar,Disney and Manga'

Design a new character by drawing inspiration from one of the above themes, and create a textile piece of homeware through the medium of printing, inspired by them.

Workbook 3

Choose 1 specialism to focus on for this term and the provided tutorials to complete a mini project:

Self Care Products

Cosplay

Special Effects Make Up

Architectural Model Making



Workbook 4 and 5- Minor Project

Design Concept:
The Natural World

Students will explore this theme in order to discuss possible design problems within it. They will then consider a range of possible design solutions.

Working through the design cycle, the students will develop their sketchbook and portfolio skills in order to complete a design and make project towards making a final product in a craft area of their choice.



Course Content Term 6-11

Workbook 6-10

Major Project/Business Enterprise

Design Concepts:

Space
The Natural World
Sustainability
The Needs of the elderly
Sports and Leisure
Child Development
Popular Culture
Memories

The student will explore each of these themes in order to discuss possible design problems within them.

They then choose which of these they will base their final project on, and create a design brief that seeks to find a solution to the posed problem.

Working through the design cycle, the students will apply their developed sketchbook and portfolio skills in order to complete a sustained design and make project towards making a final product in a craft area of their choice.

Alongside their sketchbook work, students will complete work on a Business Enterprise project.

This will link to their chosen craft area and link to their final product, exploring themes such as ways to market and finance their product.



Workbook 11 'Dragon's Den' style Business Enterprise Presentation

Students will be required to complete a presentation, using a medium of their choice, in order to present their final product as a potential business enterprise to secure financial aid to market and create their product on a larger scale.

The presentation can film this activity as a presentation and submit as a video log but learners are not obligated to do this.

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Learning Outcomes and Assessment Criteria

1 Be able to use materials, tools and equipment to develop craft techniques

The learner can:

- 1.1 Assess the properties of available materials for craft item(s) including the visual and tactile qualities
- 1.2 Select materials, tools, equipment and techniques to support craft ideas and give reasons for choices
- 1.3 Use appropriate tools and equipment for selected techniques
- 1.4 Develop craft techniques, making effective use of materials, tools and equipment
- 1.5 Maintain a safe working environment by ensuring safe use of materials, tools and equipment

1 Understand the market within a chosen craft area

The learner can:

- 1.1 Explore enterprises within a chosen craft area
- 1.2 Explain what makes them successful
- 1.3 Describe the market(s) for chosen craft area
- 1.4 Identify opportunities in chosen market(s)
- 1.5 Explain the importance of listening to stakeholders when developing ideas
- 1.6 Explain the importance of balancing risk against the potential reward of creative ideas
- 1.7 Identify appropriate financial tools to support creative enterprising ideas
- 1.8 Identify ways to market a creative product

2 Understand employment opportunities within a chosen craft area

The learner can:

- 2.1 Explore employment opportunities within a chosen craft area
- 2.2 Describe the characteristics of an enterprising individual in a chosen craft area
- 2.3 Identify own strengths and areas for development within a chosen craft area
- 2.4 Produce an action plan for personal development/career aspirations

1 Be able to develop craft ideas

The learner can:

- 1.1 Use a range of different sources to develop craft ideas
- 1.2 Develop visual language to communicate craft ideas
- 1.3 Use feedback and evaluation of own work to develop craft ideas
- 1.4 Adapt craft ideas in response to feedback and evaluation of own work
- 1.5 Select preferred craft idea giving reasons for
- 1.6 Maintain a safe working environment

1 Be able to create and present final craft item

The learner can:

- 1.1 Use chosen idea to create a production plan
- 1.2 Use selected tools, materials, equipment and techniques to produce final craft work
- 1.3 Display craft work in an appropriate way/setting
- 1.4 Maintain a safe working environment

2 Know how to evaluate the creative and craft making processes

The learner can:

- 2.1 Evaluate the creative process
- 2.2 Review final craft item to identify opportunities for improvement or further development

The full NCFE course specification is available upon request