

**Programme Specification:
Higher National Diploma in Art and Design (Graphic Design)**

Awarding Institution:	Pearson Education Ltd.
Teaching Institution:	West Herts College
Teaching department:	Art & Design
Key contact:	Glenn Rickwood, glenn.rickwood@westherts.ac.uk
Programme accredited by:	Pearson Education Ltd.
Final award:	Pearson BTEC Higher National Diploma in Art and Design (Graphic Design)
UCAS code:	8950
Campus:	Watford
Ofqual Regulated Qualification Framework (RQF)	RQF
Qualification numbers:	HNC: 603/0908/8 & HND: 603/0909/X
Mode of delivery:	Full-Time 2 Years
Framework for Higher Education Qualification (FHEQ) level of the award:	Level 4 (HNC) and Level 5 (HND)
Date of last QAA Review:	November 2019

Educational Aims of the Programme

- The Level 4 Higher National Certificate in Art and Design (Graphic Design) offers students an introduction to the subject area via a mandatory core of learning, while allowing for the acquisition of skills and experience through the selection of optional units across a range of occupational themes at Level 4.
 - This effectively builds underpinning core skills while preparing the student for subject specialisation at Level 5. Students will gain a wide range of sector knowledge tied to practical skills gained in research, independent and directed study, and workplace scenarios.
- Students will be expected to develop the following skills during the programme:
- Work as an individual and/or collaborate as part of a team for the successful completion of industry-styled, realistic, work-based projects.
 - Think independently and take responsibility for their own learning and recognise their own learning style.
 - Work on a broad range of complex creative, professional challenges and activities.
 - Develop an appreciation of the multidiscipline nature of the graphic design industry with regard to solving complex problems and issues.
 - Analyse, synthesise and summarise information critically
 - Design, plan, undertake, test and report on investigations, exploration, experimentation and outcome in a safe, appropriate and ethical manner.

- Apply subject knowledge and creativity to address familiar and unfamiliar problems.
- Think laterally, and be innovative, in relevant contexts as well as makes decisions which influence the success of projects and/or team objectives.

Criteria for Admission to Programme

Entry requirements - Learners would typically have at least one of the following:

- A BTEC Level 3 qualification in Graphic Design or relevant subject
- A GCE Advanced Level profile that demonstrates strong performance in a relevant subject or adequate performance in more than one GCE subject. This profile is likely to be supported by GCSE grades at A* to D/9 to 3 (or equivalent) for English and maths.
- Other related Level 3 qualifications.
- Related work experience.
- An international equivalent of the above.

Regulation of Standards

- Assessment conforms to Pearson regulations.
- Internal Verification of assignment briefs and assessment standards
- External moderation of samples of work by External Examiner
- Annual Lead Standards Visit (LSV)
- Annual Examination Boards
- Meets QAA UK standards
- The College's Appeals Policy and Procedure is provided in Appendix A of the Student Handbook which includes the student's rights to appeal to the Office of the Independent Adjudicator.

Programme Objectives:

- to equip students with art and design skills, knowledge and the understanding necessary to achieve high performance in the global creative industries sector.
- to support students to develop their capacity for creative thinking and to recognise its value in the creative industries and beyond
- to provide students with the skills to communicate their ideas and creative output

through visual, written and oral presentation

- to provide education and training for a range of careers in the creative industries – specifically in the Graphic Design sector, but also developing links with Photography, Fashion, Textiles, Product Design, Interior Design, and Fine Art practice
- to provide students with an understanding of the way technologies are transforming the creative industries, and prepare them to work with these technologies
- to provide insight and understanding into diversity of roles within the creative industries, recognising the importance of collaboration at all levels
- to equip students with knowledge and understanding of culturally diverse organisations, cross-cultural issues, diversity and values
- to provide opportunities for students to enter or progress in employment in creative industries, or progress to higher education qualifications; such as an Honours degree in art and design subjects or a related area
- to provide opportunities for students to develop the skills, techniques and personal attributes essential for successful working lives
- to support students to understand the local, regional and global context of creative industries and, for those students with a global outlook, to aspire to international career pathways
- to provide students with opportunities to address contemporary issues facing the industry, and society at large; with particular emphasis on sustainability and the environment, recognising the role that creative industries play in addressing these issues
- to provide opportunities for students to achieve vendor accredited certifications
- to allow flexibility of study and to meet local or specialist needs
- to offer a balance between employability skills and the knowledge essential for students with entrepreneurial, employment or academic aspirations
- to provide students with the context in which to consider professional ethics and their relation to personal, professional and statutory responsibilities within the industry.

Practical Skills - the ability to:

- Develop conceptual skills and strategies appropriate to the creation and production of advanced graphic design content.
- Develop a range of industry-focused digital media skills (primarily Adobe Creative Suite software) linked to the creation, presentation and production of advanced graphic design content.
- Develop interpersonal skills through peer critique, group critique and the formal presentation of visual design and research content to an audience.
- Develop and apply key leadership skills in studio sessions.
- Develop organisational skills to respond creatively to assignment briefs, meet

deadlines, prepare presentations and academically document research undertaken.

- Develop the use IT as a method of research and, where appropriate, as a tool of artistic development.

Intellectual Skills - the ability to:

- Develop visual literacy through 'reading' and understanding a range of visual work.
- Communicate research/ findings effectively and appropriately
- Use research skills obtain and integrate subject specific evidence to formulate test hypothesis
- Use academic protocols to understand and enhance academic writing.
- Give a clear and accurate account of a subject, marshal argument in a mature way and engage in debate and dialogue both with peers and specialists
- Apply and extend communication skills in order to accommodate their own continuing professional development.

Common / Transferable Skills - the ability to:

- Manage and develop self by improving confidence and self-esteem.
- Work independently while also being capable of relating to, and working effectively with, others.
- Communicate effectively verbally and in writing.
- Communicate effectively with a range of ages, abilities, peers and professionals.
- Apply numeracy.
- Apply technology.

Teaching, Learning and Assessment

Teaching and learning

- Analytic thinking skills are developed through academic protocols, discussion in classroom, assignment work and tutorial sessions.
- Practical skills are an essential component of the programme and are developed through classroom activity, external/ expert demonstration, and independent work and peer/ tutor feedback.
- Common skills such as oral and written communication are developed in group and tutorial sessions, through assignments and practical work.

- All staff have relevant industry experience.

Assessment

Each unit is assessed by individual or group participation, research and coursework assignments.

- Assessment activities provide major opportunities for learning, including:
 - Peer feedback
 - Individual and group presentations
 - Essay, evaluations and assignments

All assessments are delivered through a standard system, which makes the context and the assessment criteria clear. There are regular assessment weeks. Grades accumulate over the year. The External Examiner samples student work and grades. An annual Exam Board considers External Examiner's remarks and finalises all student grades.

Support for Learning

- Student progression is supported both by subject tutors and also by central college services
- A comprehensive induction introducing new students to the subject, to the course, teaching staff and to the college facilities and support services including Learning Resource Centre (LRC), Student Support and Additional Learning Support
- College and Course Handbooks available in print and electronic format
- Personal and academic support integrated into teaching provided by approachable lecturers and a programme leader who monitors performance
- Study and research skills integrated into the programme
- Written electronic assignment feedback, within three weeks of assignment submission
- Up-to-date computing facilities and a modern, well-equipped LRC
- Highly effective Virtual Learning Environment (CANVAS)
- Access to higher education specific academic support sessions
- Access to Student Support for students with welfare, financial or counselling needs
- Access to Learning Support for students with educational needs
- Access to careers advice and support
- Regular one-to-one tutorials and target setting

Progression

The Level 4 Higher National Certificate provides a solid grounding in Graphic Design, which students can build on in order to continue studies beyond the Certificate stage. The Level 5 Higher National Diploma allows students to further focus on specific career paths and progression routes to degree-level study. On successful completion of the Level 5 Higher National Diploma, students can develop their careers in the Graphic Design sector through:

- Entering employment
- Continuing existing employment with the potential for promotion
- Linking with the appropriate Professional Body
- Committing to Continuing Professional Development (CPD)
- Progressing to university. The Level 5 Higher National Diploma is recognised by Higher Education providers as meeting admission requirements to many relevant graphic design-related courses, for example:
 - BA (Hons) Graphic Design
 - BA (Hons) Graphic Design & Illustration
 - BA (Hons) Visual Communication
 - BA (Hons) Communication Design
 - BA (Hons) Advertising
 - BA (Hons) Games Design

Details of entry requirements for BTEC Higher National graduates into degree programmes at institutions in the UK and internationally can be found on the 'Pearson Degree Course Finder' website. Students should always check the entry requirements for degree programmes at specific Higher Education providers. After completing a Pearson BTEC Level 4 Higher National Certificate or Level 5 Higher National Diploma, students can also progress directly into employment.

Evaluating & Improving the Quality & Standards of Teaching & Learning

- Regular College student questionnaires in addition to the National Student Survey (NSS)
- Capturing student voice throughout the academic year and at Student Rep meetings
- Annual lesson observation scheme
- Annual Monitoring and Evaluation Report (AMER)
- Good practice in teaching and learning is developed through regular staff development workshops and through staff assisting with internal verification of students' work
- Staff development activities are discussed at annual appraisal interviews and staff are actively encouraged to develop their professional practice through scholarly activity.
- External Examiners reports



Further information about this course can be accessed via the Pearson Programme Specification available at: <https://qualifications.pearson.com/content/dam/pdf/BTEC-Higher-Nationals/Art-and-Design/2017/specification-and-sample-assessments/btec-hn-ad.pdf>

Programme structure: Higher National Diploma in Arts and Design (Graphic Design)

Pearson BTEC Level 4 Higher National Certificate in Art and Design (Graphic Design)			
Core units	Unit	Level	credits
1	Professional Development (Core unit – Mandatory)	4	15
2	Contextual Studies (Core unit – Mandatory)	4	15
3	Individual Project – Pearson Set (Core unit – Mandatory)	4	15
4	Techniques & Processes (Core unit – Mandatory)	4	15
13	Typography (Specialist unit – Mandatory)	4	15
14	Graphic Design Practices (Specialist unit - Mandatory)	4	15
19	Packaging Design	4	15
28	Communication in Art and Design	4	15
		Total	120 credits

Qualification credit value: a minimum of 120 credits. This is made up of eight units, each with a value of 15 credits. There is a required mix of Core (mandatory), Specialist and Optional units totalling 120 credits. All units are at Level 4.

Pearson would expect that a HND student would have achieved at least 90 credits at Level 4 before progressing to Level 5 units. This allows for the students to submit the remaining 30 credits at Level 4 while undertaking their Level 5 study.

Pearson BTEC Level 5 Higher National Diploma in Art and Design (Graphic Design)			
Core units	Unit	Level	Credit
32	Professional Practice (Core unit – Mandatory)	5	15
33	Applied Practice Collaborative Project – Pearson Set (Core unit – Mandatory)	5	30
39	Advanced Graphic Design Studies (Specialist unit – Mandatory)	5	30
47	Branding and Identity	5	15
48	Conceptual Practice	5	15
58	Creative Industries Placement	5	15
		Total	120 credits

The Level 5 Higher National Diploma consists of the Level 4 Higher National Certificate (above) **plus** an additional 120 credits at Level 5.

Qualification credit value: a minimum of 240 credits, of which 120 credits are at Level 5, and 120 credits are at Level 4 and usually attained via the HNC. There is a required mix of Core, Specialist and Optional units totalling 240 credits.

Mapping of HND in Graphic Design against FHEQ Level 5:

Key

KU Knowledge and Understanding

CS Cognitive Skills

AS Applied Skills

TS Transferable

The qualification will be awarded to students who have demonstrated:

FHEQ Level 5 descriptor		Art & design HND Programme Outcome
Knowledge and critical understanding of the well-established principles of their area(s) of study, and of the way in which those principles have developed.	KU1	Knowledge and understanding of the fundamental principles and practices of the contemporary global creative industries.
	KU2	Knowledge and understanding of the external creative industries environment and its impact upon local, national and global levels of strategy, behaviour, management and sustainability.
	KU3	Understanding and insight into different art & design practices, their diverse nature, purposes, structures and operations and their influence upon the external environment.
	KU4	A critical understanding of the ethical, legal, professional, and operational frameworks within which the creative industries operate.
	KU5	A critical understanding of processes, procedures and practices for effective management of products, services and people.

FHEQ Level 5 descriptor		Art & design HND Programme Outcome
	KU6	A critical understanding of the evolving concepts, theories and models within the study of art & design across a range of practical and hypothetical scenarios.
	KU7	An ability to evaluate and analyse a range of concepts, theories and models to make appropriate art & design decisions.
	KU8	An appreciation of the concepts and principles of CPD, staff development, leadership and reflective practice as methods and strategies for personal and people development.
Ability to apply underlying concepts and principles outside the context in which they were first studied, including, where appropriate, the application of those principles in an employment context.	CS1	Apply knowledge and understanding of essential concepts, principles and models within the contemporary global creative industries.
	AS1	Evidence the ability to show client relationship management and develop appropriate policies and strategies to meet stakeholder expectations.
	AS2	Apply innovative art & design ideas to develop and create new products or services that respond to the changing nature of the creative industries.
	AS3	Integrate theory and practice through the investigation and examination of practices in the workplace.
	AS4	Develop outcomes for clients/businesses using appropriate practices and data to make justified recommendations.

	CS2	Develop different strategies and methods to show how resources (human, financial and information) are integrated and effectively managed to successfully meet objectives.
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FHEQ Level 5 descriptor		Art & design HND Programme Outcome
Knowledge of the main methods of enquiry in the subject(s) relevant to the named award, and ability to evaluate critically the appropriateness of different approaches to solving problems in the field of study.	CS3	Critically evaluate current principles of the creative industries, and their application to problem-solving.
	CS4	Apply project management tools/techniques for reporting and planning, control and problem solving.
	KU9	Knowledge and understanding of how the key aspects of how the creative industries influence the development of people and businesses.
	CS5	Critique a range of art & design technology systems and operations and their application to maximise and successfully meet strategic objectives.
	KU10	An understanding of the appropriate techniques and methodologies used to resolve real-life problems in the workplace.
An understanding of the limits of their knowledge, and how this influences analysis and interpretations based on that knowledge.	TS1	Develop a skill-set to enable the evaluation of appropriate actions taken for solving problems in a specific art & design context.
	TS2	Self-reflection, including self-awareness; the ability to become an effective independent student and appreciate the value of the self-reflection process.

Typically, holders of the qualification will be able to:

FHEQ Level 5 descriptor		Art & design HND Programme Outcome
Use a range of established techniques to initiate and undertake critical analysis of information, and to propose solutions to problems arising from that analysis.	TS3	Competently use digital literacy to access a broad range of research sources, data and information.
	CS6	Interpret, analyse and evaluate a range of data, sources and information to inform evidence based decision making.
	CS7	Synthesise knowledge and critically evaluate strategies and plans to understand the relationship between theory and real world creative industries scenarios.
Effectively communicate information, arguments and analysis in a variety of forms to specialist and non-specialist audiences, and deploy key techniques of the discipline effectively.	TS4	Communicate confidently and effectively, both orally and in writing both internally and externally with creative industries professionals and other stakeholders.
	TS5	Communicate ideas and arguments in an innovative manner using a range of digital media.
	AS5	Locate, receive and respond to a variety of information sources (e.g. textual, numerical, graphical and computer-based) in defined contexts.
	TS6	Demonstrate strong interpersonal skills, including effective listening and oral communication skills, as well as the associated ability to persuade, present, pitch and negotiate.

FHEQ Level 5 descriptor		Art & design HND Programme Outcomes
Undertake further training, develop existing skills and acquire new competences that will enable them to assume significant responsibility within organisations.	TS7	Identify personal and professional goals for Continuing Professional Development to enhance competence to practice within a chosen creative industries field.
	TS8	Take advantage of available pathways for Continuing Professional Development through higher education and Professional Body Qualifications.

Holders will also have:

FHEQ Level 5 descriptor		Art & design HND Programme Outcomes
The qualities and transferable skills necessary for employment requiring the exercise of personal responsibility and decision-making.	TS9	Develop a range of skills to ensure effective team working, independent initiatives, organisational competence and problem solving strategies.
	TS10	Reflect adaptability and flexibility in approach to art & design; showing resilience under pressure and meeting challenging targets within given deadlines.
	TS11	Use quantitative skills to manipulate data, evaluate and verify existing theory.
	CS8	Evaluate the changing needs of the creative industries and have confidence to self-evaluate and undertake additional CPD as necessary.
	TS12	Emotional intelligence and sensitivity to diversity in relation to people and cultures.

HNC/HND Art and Design Programme Outcomes for Students

Unit	Knowledge and Understanding										Cognitive Skills								Applied Skills					Transferable Skills											
	1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	1	2	3	4	5	1	2	3	4	5	6	7	8	9	10	11	12
1	x	x	x	x	x	x		x	x	x	x	x		x		x		x	x		x		x	x	x			x	x	x	x		x	x	
2		x	x			x	x									x										x									x
3	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x			x	x	x	x	x	x	x	x	x	x	x	x		x	x		
4	x		x			x	x			x	x		x		x	x	x		x	x		x	x	x	x							x	x		
5	x		x			x	x			x	x		x		x	x	x		x	x		x	x	x	x	x						x	x		
6	x		x			x	x			x	x		x		x	x	x		x	x		x	x	x								x	x		
7	x		x			x	x			x	x		x		x	x	x		x	x		x	x	x								x	x		
8	x		x			x	x			x	x		x		x	x	x		x	x		x	x	x								x	x		
9	x		x			x	x			x	x		x		x	x	x		x	x		x	x	x	x	x						x	x		
10	x		x			x	x			x	x		x		x	x	x		x	x		x	x	x								x	x		
11	x		x			x	x			x	x		x		x	x	x		x	x		x	x	x	x	x						x	x		
12	x		x			x	x			x	x		x		x	x	x		x	x		x	x	x								x	x		
13	x		x			x	x			x	x		x		x	x	x		x	x		x	x	x								x	x		
14	x		x			x	x			x	x		x		x	x	x		x	x		x	x	x	x	x						x	x		
15	x		x			x	x			x	x		x		x	x	x		x	x		x	x	x	x	x						x	x		
16	x		x			x	x			x	x		x		x	x	x		x	x		x	x	x	x	x						x	x		
17	x		x			x	x			x	x		x		x	x	x		x	x		x	x	x	x	x						x	x		
18	x		x			x	x			x	x		x		x	x	x		x	x		x	x	x	x	x						x	x		
19	x		x			x	x			x	x		x		x	x	x		x	x		x	x	x								x	x		
20	x		x			x	x			x	x		x		x	x	x		x	x		x	x	x								x			
21	x		x			x	x			x	x		x		x	x	x		x	x		x	x	x								x	x		
22	x		x			x	x			x	x		x		x	x	x		x	x		x	x	x								x	x		

Unit	Knowledge and Understanding								Cognitive Skills											Applied Skills						Transferable Skills										
	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8	9	10	11	1	2	3	4	5	6	1	2	3	4	5	6	7	8	9	10	11
23	x		x			x	x			x	x		x		x	x	x		x	x		x	x		x	x	x					x			x	
24	x		x			x	x			x	x		x		x	x	x		x	x		x	x	x								x	x	x	x	
25	x		x			x	x			x	x		x		x	x		x	x		x	x	x								x	x		x		
26	x		x			x	x			x	x		x		x	x	x		x	x		x	x	x							x	x		x		
27	x		x			x	x			x	x		x		x	x	x		x	x		x	x	x							x	x		x		
28	x		x			x	x			x	x		x		x	x	x		x	x		x	x	x							x	x		x		
29	x		x		x	x	x			x	x	x	x	x	x	x		x			x	x	x								x	x		x		
30	x		x			x	x			x	x		x		x	x	x		x	x		x	x	x							x			x		
31	x		x			x	x			x	x		x		x	x	x		x	x		x	x	x							x		x	x		
32	x	x	x	x	x	x	x	x	x	x	x	x	x	x		x		x		x	x	x	x	x	x	x	x	x	x	x	x	x	x	x		
33	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x		x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x		
34	x		x			x	x			x	x		x		x	x	x		x	x	x	x	x	x	x	x	x	x				x	x	x	x	
35	x		x			x	x			x	x		x		x	x	x		x	x	x	x	x	x	x	x	x					x	x	x	x	
36	x		x			x	x			x	x		x		x	x	x		x	x	x	x	x	x	x	x	x					x	x	x	x	
37	x		x			x	x			x	x		x		x	x	x		x	x	x	x	x	x	x	x	x					x	x	x	x	
38	x		x			x	x			x	x		x		x	x	x		x	x	x	x	x	x	x	x	x					x	x	x	x	
39	x		x			x	x			x	x		x		x	x	x		x	x	x	x	x	x	x	x	x					x	x	x	x	
40	x		x			x	x			x	x		x		x	x	x		x	x	x	x	x	x	x	x	x					x	x	x	x	
41	x		x			x	x			x	x		x		x	x	x		x	x	x	x	x	x	x	x	x					x	x	x	x	
42	x		x			x	x		x	x	x	x	x	x	x	x		x	x	x	x	x	x									x		x	x	
43	x		x			x	x			x	x		x		x	x	x		x	x	x	x	x	x								x	x		x	
44	x		x			x	x			x	x		x		x	x		x	x	x	x	x	x									x			x	
45	x		x			x	x			x	x		x		x	x	x		x	x	x	x	x	x									x	x	x	x

Unit	Knowledge and Understanding								Cognitive Skills											Applied Skills						Transferable Skills																
	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8	9	10	11	1	2	3	4	5	6	1	2	3	4	5	6	7	8	9	10	11						
46	x		x			x	x			x	x		x		x	x	x		x		x	x	x	x		x	x							x	x			x				
47	x		x			x	x			x	x		x		x	x	x		x	x	x	x	x	x		x	x	x	x						x				x			
48	x		x			x	x			x	x		x			x	x		x	x	x	x	x	x		x	x	x							x				x			
49	x		x			x	x		x	x	x	x	x	x		x	x		x	x	x	x	x	x		x	x	x							x			x	x			
50	x		x			x	x			x	x		x		x	x	x		x		x	x	x	x		x	x								x	x			x			
51	x		x			x	x			x	x		x		x	x	x		x	x	x	x	x	x		x	x	x							x	x			x			
52	x		x			x	x			x	x		x		x	x	x		x	x	x	x	x	x		x	x	x	x							x	x			x		
53	x		x		x	x	x	x	x	x	x	x	x	x	x	x	x		x		x	x	x	x		x	x									x	x			x		
54	x		x			x	x			x	x		x		x	x			x	x		x	x	x		x	x	x								x	x			x		
55	x		x			x	x			x	x		x		x	x	x		x	x		x	x	x		x	x	x								x	x			x		
56	x		x	x	x	x	x	x	x	x	x	x	x	x	x			x			x	x	x		x	x		x								x	x			x		
57	x		x			x	x			x	x		x		x	x	x		x	x		x	x	x		x	x	x									x	x			x	
58	x	x	x		x	x	x	x	x	x	x	x	x			x	x	x	x		x		x	x	x	x	x	x	x	x	x	x	x	x	x	x			x	x		
59	x		x			x	x			x	x		x		x	x	x		x			x	x	x		x	x	x	x								x	x	x	x	x	
60	x		x			x	x			x	x		x		x	x	x		x	x		x	x	x		x	x										x	x			x	
61	x	x	x		x	x	x	x	x	x	x	x	x			x	x	x	x		x		x	x	x	x	x	x		x	x	x	x	x	x	x					x	
62	x		x			x	x			x	x	x	x		x	x	x		x			x	x	x		x	x											x	x	x	x	x

Pearson BTEC Level 4 Higher National Certificate in Art and Design: mapping of transferable employability and academic study skills

Skill Set	Cognitive skills						Intra-personal Skills					Interpersonal Skills		
	Problem Solving	Critical Thinking/ Analysis	Decision Making	Effective Communication	Digital Literacy	Numeracy	Creativity	Plan Prioritise	Self Management	Independent learning	Self Reflection	Team Work	Leadership	Cultural Awareness
1		x		x	x				x	x		x	x	x
2		x		x		x			x	x	x			x
3		x	x	x	x	x	x	x	x	x	x			
4		x	x	x		x	x	x	x	x				
5		x	x	x	x	x	x	x	x	x				
6		x	x		x	x		x	x	x				
7		x	x	x	x	x	x	x	x	x				
8		x	x	x	x	x	x	x	x	x				
9		x	x	x	x	x	x	x	x	x	x			x
10		x	x	x	x	x	x	x	x	x		x		
11		x	x	x	x	x	x	x	x	x	x			x
12		x	x	x	x	x	x	x	x	x	x			x
13	x	x	x	x	x		x	x	x	x				
14	x	x	x	x	x	x	x	x	x	x	x	x		x

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Unit	Problem Solving	Critical Thinking/ Analysis	Decision Making	Effective Communication	Digital Literacy	Numeracy	Creativity	Plan Prioritise	Self Management	Independent learning	Self Reflection	Team Work	Leadership	Cultural Awareness
15	x	x	x	x	x	x	x	x	x	x	x	x		x
16	x	x	x	x	x	x	x	x	x	x				
17	x	x	x	x	x		x	x	x	x	x			x
18	x	x	x	x	x	x	x	x	x	x	x	x		x
19	x	x	x	x	x	x	x	x	x	x	x	x	x	x
20	x	x	x	x	x	x	x	x	x	x	x	x	x	x
21	x	x	x	x	x		x	x	x	x	x	x	x	x
22	x	x	x	x	x		x	x	x	x	x	x	x	x
23	x	x	x	x	x		x	x	x	x	x	x	x	x
24	x	x	x	x	x		x	x	x	x	x	x	x	x
25	x	x	x	x	x	x		x	x	x	x	x	x	x
26	x	x	x	x	x	x	x	x	x	x	x	x	x	x
27	x	x	x	x	x	x	x	x	x	x	x	x	x	x
28	x	x	x	x	x		x	x	x	x	x	x	x	x
29	x	x	x		x	x		x	x	x		x	x	x
30	x	x	x	x	x	x	x	x	x	x	x	x	x	x
31	x	x	x	x			x	x	x	x	x		x	x
32		x		x	x	x	x		x		x	x		x

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33	x	x	x	x	x		x	x	x	x	x	x	x	
34	x	x	x	x	x	x	x	x	x	x	x	x	x	x
35	x	x	x	x	x	x	x	x	x	x	x	x	x	x
36	x	x	x	x	x	x	x	x	x	x	x	x	x	x
37	x	x	x	x	x	x	x	x	x	x	x	x	x	x
38	x	x	x	x	x	x	x	x	x	x	x	x	x	x
39	x	x	x	x	x	x	x	x	x	x	x	x	x	x
40	x	x	x	x	x	x	x	x	x	x	x	x	x	x
41	x	x	x	x	x	x	x	x	x	x	x	x	x	x
42	x	x	x	x	x		x	x	x	x		x	x	x
43	x	x	x		x	x		x	x	x		x		
44	x	x	x	x			x	x	x	x				x
45	x	x	x	x	x	x	x	x	x	x		x	x	x
46	x		x	x	x	x		x	x	x		x		
47	x	x	x	x	x	x	x	x	x	x		x	x	x
48	x	x	x	x			x	x	x	x	x			x
49	x	x	x	x	x		x	x	x	x		x	x	x
50	x	x	x	x				x	x	x		x		
51	x	x	x		x	x	x	x	x	x				

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52	x	x	x	x	x		x	x	x	x	x	x	x	x
53	x	x	x	x	x	x		x	x	x	x	x	x	
54	x	x	x	x	x	x	x	x	x	x	x	x		
55	x	x	x	x			x	x	x	x	x			x
56	x	x	x	x	x		x	x	x	x	x	x	x	
57	x	x	x		x	x	x	x	x	x	x			
58	x	x	x	x	x	x		x	x	x	x	x		x
59	x	x	x	x	x	x		x	x	x		x	x	x
60	x	x	x	x	x	x	x	x	x	x				
61	x	x	x	x	x		x	x	x	x	x	x	x	
62	x	x	x	x	x	x	x	x	x	x		x	x	x