

Please read the instructions printed at the end of this form. A Unit Recording Sheet must be completed for each candidate and unit.											
Unit Title	Digital Games				Unit Code	R099	Session		Year	2	0
Scenario Title											
Centre Name							Centre Number				
Candidate Name							Candidate Number				
Marking Criteria							Teacher Comments	Mark	Page No.		
Task 1 – Topic Area 1: Plan digital games											
MB1: 1 - 2 marks	MB2: 3 - 4 marks		MB3: 5 - 6 marks								
Produces a basic interpretation of the client brief. Explanation of how the intended product meets the client brief and why it appeals to the target audience is limited . [1 2]	Produces an adequate interpretation of the client brief. Explanation of how the intended product meets the client brief and why it appeals to the target audience is sound . [3 4]		Produces an effective interpretation of the client brief. Explanation of how the intended product meets the client brief and why it appeals to the target audience is comprehensive . [5 6]					/6			
MB1: 1 - 3 marks	MB2: 4 - 6 marks		MB3: 7 - 8 marks								
Produces basic pre-production and planning documentation. Pre-production and planning documentation support the creation of few elements of the final product. [1 2 3]	Produces adequate pre-production and planning documentation. Pre-production and planning documentation support the creation of some elements of the final product. [4 5 6]		Produces detailed pre-production and planning documentation. Pre-production and planning documentation support the creation of all elements of the final product. [7 8]								

Marking Criteria			Teacher Comments	Mark	Page No.
Task 1 (continued) – Topic Area 1: Plan digital games					
MB1: 1 - 2 marks	MB2: 3 - 4 marks	MB3: 5 - 6 marks			
Demonstrates limited understanding of how assets will contribute to the effectiveness of the final product. [1 2]	Demonstrates sound understanding of how assets will contribute to the effectiveness of the final product. [3 4]	Demonstrates comprehensive understanding of how assets will contribute to the effectiveness of the final product. [5 6]			
				/6	

Marking Criteria			Teacher Comments	Mark	Page No.
Task 2 – Topic Area 1: Plan digital games Topic Area 2: Create digital games					
MB1: 1 - 4 marks	MB2: 5 - 8 marks	MB3: 9- 12 marks			
Use of technical skills to create the component parts is limited in its effectiveness. Conventions and creativity in the components are limited in their fitness for purpose. The range of components supports the creation of the final product in a limited way. <div style="text-align: right;">[1 2 3 4]</div>	Use of technical skills to create the component parts is partly effective. Conventions and creativity in the components are adequate in their fitness for purpose. The range of components partly supports the creation of the final product. <div style="text-align: right;">[5 6 7 8]</div>	Use of technical skills to create the component parts is effective . Conventions and creativity in the components are fully fit for purpose. The range of components fully supports the creation of the final product. <div style="text-align: right;">[9 10 11 12]</div>		/12	
MB1: 1 - 5 marks	MB2: 6 - 10 marks	MB3: 11 - 14 marks			
Use of technical skills to create the final product is limited in its effectiveness. Conventions and creativity are applied in the final product in a limited way. Final product is limited in its fitness for purpose. <div style="text-align: right;">[1 2 3 4 5]</div>	Use of technical skills to create the final product is partly effective. Conventions and creativity are adequately applied in the final product. Final product is adequately fit for purpose. <div style="text-align: right;">[6 7 8 9 10]</div>	Use of technical skills to create the final product is effective . Conventions and creativity are effectively applied in the final product. Final product is fully fit for purpose. <div style="text-align: right;">[11 12 13 14]</div>		/14	

Marking Criteria			Teacher Comments	Mark	Page No.
Task 2 (continued) – Topic Area 1: Plan digital games Topic Area 2: Create digital games					
MB1: 1 - 3 marks	MB2: 4 - 6 marks	MB3: 7 - 8 marks			
Formats of the saved/exported components are limited in their appropriateness. Properties and format(s) of the final product are limited in their appropriateness.	Formats of the saved/exported components are adequate in their appropriateness. Properties and format(s) of the final product are adequate in their appropriateness.	Formats of the saved/exported components are clearly appropriate. Properties and format(s) of the final product are clearly appropriate.			
[1 2 3]	[4 5 6]	[7 8]		/8	

Marking Criteria			Teacher Comments	Mark	Page No.
Task 3 – Topic Area 1: Plan digital games					
Topic Area 3: Review digital games					
MB1: 1 - 3 marks	MB2: 4 - 7 marks	MB3: 8- 10 marks			
Testing/checking is limited in its effectiveness in reviewing technical properties. Review demonstrates limited understanding of the effectiveness of the final product for client and target audience. [1 2 3]	Testing/checking is partly effective in reviewing technical properties. Review demonstrates sound understanding of the effectiveness of the final product for client and target audience. [4 5 6 7]	Testing/checking is fully effective in reviewing technical properties. Review demonstrates critical understanding of the effectiveness of the final product for client and target audience. [8 9 10]			
			/10		
MB1: 1 - 2 marks	MB2: 3 - 4 marks	MB3: 5 - 6 marks			
Recommendations demonstrate limited understanding of areas for improvement and further development. Recommendations have limited explanation. [1 2]	Recommendations demonstrate sound understanding of areas for improvement and further development. Recommendations are partly explained. [3 4]	Recommendations demonstrate comprehensive understanding of areas for improvement and further development. Recommendations are fully explained. [5 6]			
				/6	
			Total	/70	

Please tick to confirm this work has been standardised internally	<input type="checkbox"/>
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Please note: This form may be updated on an annual basis. The current version of this form will be available on the OCR website (www.ocr.org.uk).

A Centre Authentication form (CCS160) **must** be completed for each submission to the moderator. This **must** be held in your centre to be available on request at centre inspection.

Guidance on Completion of this Form

- One form should be used for every candidate.
- Please make sure that all parts of the form are completed.
- Please enter specific page numbers where evidence can be found in the portfolio, and where possible, indicate to which part of the text in the mark band the evidence relates.
- Circle/highlight the mark awarded for each strand of the marking criteria in the appropriate box.
- Enter the circled/highlighted mark in the 'Mark' column.
- Add the marks for the strands together to give a total out of 70. Enter this total in the relevant box.

- 7 For Paper-based submissions, one of these sheets, suitably completed, should be attached to the assessed work of each candidate.
- 8 For Electronic Internal submissions, prior to submitting 'candidate evidence' to OCR (via the Repository/SfA or via a USB), the Centre should add a separate folder containing the Unit Recording Sheets.