
Silver - Unit 26 - Computer Games Development (3 Credits)

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- Click on the links in the table below for specific guidance on the assessment criteria.
- National Strategies [APP criteria](#) [5] are relevant from Entry 3 upwards.
- References to [personal learning and thinking skills \(PLTS\)](#) [6]

Level 1, Unit 26 - Computer Games Development (3 credits)

1. Know computer game components and the computer games industry

[1.1 I can identify the hardware and software components of a video game system](#) [7]

[1.2 I can identify some activities required to develop modern computer games](#) [10]

[1.3 I can list some of the features of an existing computer game](#) [13]

2. Know how to develop a computer game specification

[2.1 I can contribute to the production and pre-production proposal document for a computer game project](#) [8]

[2.2 I can identify some components required to develop a computer game](#) [11]

[2.3 I can contribute some ideas to the production of an implementation plan for a computer game development](#) [14]

3. Implement a component of a computer game

[3.1 I can assist in the design of a component of a computer game](#) [9]

[3.2 I can assist in the development of a component of a computer game](#) [12]

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Entry Level 1, Unit 2 - Using ICT to Select and Exchange Information (2 credits) [24]	Level 1, Unit 2 - Website Software (3 credits) [25]	Level 2, Unit 2 - Website Software (4 credits) [26]	Level 3, Unit 2 - Website Software (5 credits) [27]
Entry Level 1, Unit 3 - Online Basics (2 credits) [28]	Level 1, Unit 3 - Using Collaborative Technologies (3 credits) [29]	Level 2, Unit 3 - Using Collaborative Technologies (4 credits) [30]	Level 3, Unit 3 - Using Collaborative Technologies (6 credits) [31]
Entry Level 1, Unit 4 - Desktop Publishing Software (2 credits) [32]	Level 1, Unit 4 - IT Security for Users (1 credit) [33]	Level 2, Unit 4 - IT Security for Users (2 credits) [34]	Level 3, Unit 4 - IT Security for Users (3 credits) [35]
Entry Level 1, Unit 5 - Safe Working Practices (2 credits) [36]	Level 1, Unit 5 - Spreadsheet Software (3 credits) [37]	Level 2, Unit 5 - Spreadsheet Software (4 credits) [38]	Level 3, Unit 5 - Spreadsheet Software (6 credits) [39]
Entry Level 1, Unit 6 - Using ICT in the Workplace (2 credits) [40]	Level 1, Unit 6 - Specialist Software (2 credits) [41]	Level 2, Unit 6 - Specialist software (3 credits) [42]	Level 3, Unit 6 - Specialist Software (4 credits) [43]
Entry Level 1, Unit 7 - Imaging software (2 credits) [44]	Level 1, Unit 7 - Word Processing (3 credits) [45]	Level 2, Unit 7 - Word processing (4 credits) [46]	Level 3, Unit 7 - Word Processing Software (6 credits) [47]
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[Level 1, Unit 10 - Presentation Software \(3 credits\) \[57\]](#)

[Level 2, Unit 10 - Presentation software \(4 credits\) \[58\]](#)

[Level 3, Unit 10 - Presentation Software \(6 credits\) \[59\]](#)

[Entry Level 1, Unit 12 - Presentation Software \(2 credits\) \[60\]](#)

[Level 1, Unit 11 - Database Software \(3 credits\) \[61\]](#)

[Level 2, Unit 11 - Database software \(4 credits\) \[62\]](#)

[Level 3, Unit 11 - Database Software \(6 credits\) \[63\]](#)

[Entry Level 1, Unit 13 - Computer Games Development \(2 credits\) \[64\]](#)

[Level 1, Unit 12 - Desktop Publishing Software \(3 credits\) \[65\]](#)

[Level 2, Unit 12 - Desktop Publishing Software \(4 credits\) \[66\]](#)

[Level 3, Unit 12 - Desktop Publishing Software \(5 credits\) \[67\]](#)

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[Level 2, Unit 16 - IT Communication Fundamentals \(2 credits\) \[82\]](#)

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[Level 3, Unit 24 - Additive Manufacture \(6 credits\) \[91\]](#)

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Entry Level 2, Unit 7 - Imaging software (2 credits) [104]	Level 1, Unit 22- Understanding the social and environmental impact of architecture and construction (3 credits) [105]	Level 2, Unit 22 -Understanding the social and environmental impact of architecture and construction (4 credits) [106]	Level 3, Unit 30 - Computer Aided Design (6 credits) [107]
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[180] <https://theingots.org/community/sil2u71>
[181] <https://theingots.org/community/siel3u4>
[182] <https://theingots.org/community/sil2u72>
[183] <https://theingots.org/community/siel3u10>
[184] <https://theingots.org/community/sil2u73>
[185] <https://theingots.org/community/siel3u14>
[186] <https://theingots.org/community/sil2u80>
[187] <https://theingots.org/community/siel3u15>
[188] <https://theingots.org/community/sil2u81>
[189] <https://theingots.org/community/siel3u16>
[190] <https://theingots.org/community/sil2u82>
[191] <https://theingots.org/community/siel3u20>
[192] <https://theingots.org/community/sil2u83>
[193] <https://theingots.org/community/siel3u23>
[194] <https://theingots.org/community/sil2u84>
[195] <https://theingots.org/community/siel3u25>
[196] <https://theingots.org/community/sil2u85>
[197] <https://theingots.org/community/siel3u26>
[198] <https://theingots.org/community/siel3u28>
[199] <https://theingots.org/community/siel3u32>