Schools ITQ - Unit 23 Multimedia Software (Gold Unit 23)

BACK TO SCHOOLS ITO [1]

Handbook home page [2]

- General guidance for interpreting OCF gualification levels [3]
- Link to assessor's guide to interpreting the criteria for this unit [4]
- 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]

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Level 2, Unit 23 - Multimedia Software (4 credits)

1. 1. Plan the
content and
organisation
of multimedia
products to
meet needs

2. 2. Obtain, input and combine content to build multimedia outcomes

3. 3. Use multimedia software tools to edit and format multimedia content to meet requirements

4. 4. Play and present multimedia outcomes

<u>1.1 can</u>
describe the type
of multimedia
outcome needed
and the
specification that
it must meet [7]

2.1 I can select and use an appropriate combination of input device, software and input techniques to obtain and input relevant content for multimedia outcomes [8]

3.1 I can select and use appropriate techniques to edit and format multimedia outcomes [9] 4.1 I have
described what
combination of
display device and
software to use
for displaying
different
multimedia file
formats [10]

1.2 I can select and use appropriate techniques to plan and communicate the content, design and layout of multimedia products [11] 2.2 L can
combine
information of
different types or
from different
sources for
multimedia
outcomes [12]

3.2 I can manipulate images and graphic elements accurately [13] 4.2 I can select and use appropriate software for displaying multimedia outcomes [14]

1.3 I can identify how the different elements of the content will be sourced and how they will relate in the design layout [15]	2.3 I can describe the file format and storage media to use [16]	3.3 I can check multimedia outcomes meet needs, using IT tools and making corrections as necessary [17]	4.3 I can select and use appropriate navigation techniques and playback controls to suit the files [18]
1.4 I can plan the use of interactive features and transitions to meet needs [19]	2.4 I can store and retrieve multimedia files effectively, in line with local guidelines and conventions where available [20]	3.4 I can adjust outcomes in response to any identified quality problems [21]	4.4 I can adjust the display settings of the software and display device to present outcomes effectively [22]

1.5 I can
describe how
copyright and
other constraints
affect use of own
and others'
information [23]

Links to ITQ units

Entry Level	Level 1	Level 2	Level 3
Entry Level 1, Unit R - Registration [25]	<u>Level 1, Unit R -</u> <u>Registration</u> [26]	<u>Level 2, Unit R -</u> <u>Registration</u> [27]	<u>Level 3, Unit R -</u> <u>Registration</u> [28]
Entry Level 1. Unit 1 - Improving Productivity Using IT (1 credit) [29]	Level 1, Unit 1 - Improving Productivity Using IT (3 credits) [30]	Level 2, Unit 1 - Improving Productivity Using IT (4 credits) [31]	Level 3, Unit 1 - Improving Productivity Using IT (5 credits) [32]
Entry Level 1, Unit 2 - Using ICT to Select and Exchange Information (2 credits) [33]	Level 1, Unit 2 - Website Software (3 credits) [34]	Level 2, Unit 2 - Website Software (4 credits) [35]	Level 3, Unit 2 - Website Software (5 credits) [36]
Entry Level 1. Unit 3 - Online Basics (2 credits) [37]	Level 1, Unit 3 - Using Collaborative Technologies (3 credits) [38]	Level 2, Unit 3 - Using Collaborative Technologies (4 credits) [39]	Level 3, Unit 3 - Using Collaborative Technologies (6 credits) [40]

Entry Level 1, Unit 4 - Desktop Publishing Software (2 credits) [41]	Level 1, Unit 4 - IT Security for Users (1 credit) [42]	Level 2, Unit 4 - IT Security for Users (2 credits) [43]	Level 3, Unit 4 - IT Security for Users (3 credits) [44]
Entry Level 1. Unit 5 - Safe Working Practices (2 credits) [45]	Level 1, Unit 5 - Spreadsheet Software (3 credits) [46]	Level 2, Unit 5 - Spreadsheet Software (4 credits) [47]	Level 3, Unit 5 - Spreadsheet Software (6 credits) [48]
Entry Level 1. Unit 6 - Using ICT in the Workplace (2 credits) [49]	Level 1, Unit 6 - Specialist Software (2 credits) [50]	Level 2, Unit 6 - Specialist software (3 credits) [51]	Level 3, Unit 6 - Specialist Software (4 credits) [52]
Entry Level 1, Unit 7 - Imaging software (2 credits) [53]	Level 1, Unit 7 - Word Processing (3 credits) [54]	Level 2, Unit 7 - Word processing (4 credits) [55]	Level 3, Unit 7 - Word Processing Software (6 credits) [56]
Entry Level 1, Unit 8 - Using ICT Equipment in a Work Place (2 credits) [57]	Level 1, Unit 8 - Using the Internet (3 credits) [58]	Level 2, Unit 8 - Using the internet (4 credits) [59]	<u>Level 3, Unit 8 -</u> <u>Using the Internet</u> (5 credits) [60]
Entry Level 1, Unit 9 - Using Word Processing Software (2 credits) [61]	Level 1, Unit 9 - Drawing and planning (2 credits) [62]	Level 2, Unit 9 - Drawing and planning (3 credits) [63]	Level 3, Unit 9 - Drawing and Planning Software (4 credits) [64]
Entry Level 1. Unit 11 - Audio and Video Software (2 credits) [65]	Level 1. Unit 10 - Presentation Software (3 credits) [66]	Level 2, Unit 10 - Presentation software (4 credits) [67]	Level 3, Unit 10 - Presentation Software (6 credits) [68]
Entry Level 1. Unit 12 - Presentation Software (2 credits) [69]	Level 1, Unit 11 - <u>Database</u> <u>Software (3</u> <u>credits)</u> [70]	Level 2, Unit 11 - Database software (4 credits) [71]	Level 3, Unit 11 - <u>Database</u> <u>Software (6</u> <u>credits)</u> [72]
Entry Level 1. Unit 13 - Computer Games Development (2 credits) [73]	Level 1, Unit 12 - Desktop Publishing Software (3 credits) [74]	Level 2, Unit 12 - Desktop Publishing Software (4 credits) [75]	Level 3, Unit 12 - Desktop Publishing Software (5 credits) [76]
Entry Level 1. Unit 14 - Video Communication (2 credits) [77]	Level 1, Unit 13 - Using Email (2 credits) [78]	Level 2, Unit 13 - Using Email (3 credits) [79]	Level 3, Unit 13 - Using Email (3 credits) [80]

'pageview');

Unit 29 - Understand social media (2 credits) [81]	Audio Software (2 credits) [82]	Audio Software (3 credits) [83]	Audio Software (4 credits) [84]
Entry Level 2. Unit R - Registration [85]	Level 1, Unit 15 - Imaging Software (3 credits) [86]	Level 2, Unit 15 - Imaging Software (4 credits) [87]	Level 3, Unit 15 - Imaging Software (5 credits) [88]
Entry Level 2. Unit 1 - Improving Productivity Using IT (2 credits) [89]	Level 1, Unit 16 - IT Communication Fundamentals (2 credits) [90]	Level 2, Unit 16 - IT Communication Fundamentals (2 credits) [91]	Level 3, Unit 17 - Video Software (4 credits) [92]
Entry Level 2. Unit 2 - Using ICT to Select and Exchange Information (2 credits) [93]	Level 1, Unit 17 - Video Software (2 credits) [94]	Level 2, Unit 17 - Video Software (3 credits) [95]	Level 3, Unit 23 - Multimedia Software (6 credits) [96]
Entry Level 2. Unit 3 - Online Basics (2 credits) [97]	Level 1, Unit 18 - IT Software Fundamentals (3 credits) [98]	Level 2, Unit 18 - IT Software Fundamentals (3 credits) [99]	Level 3, Unit 24 - Additive Manufacture (6 credits) [100]
Entry Level 2. Unit 4 -Desktop Publishing Software (2 credits) [101]	Level 1, Unit 19 - IT User Fundamentals (3 credits) [102]	Level 2, Unit 19 - IT User Fundamentals (3 credits) [103]	Level 3, Unit 27 - <u>Design Software</u> (5 credits) [104]
Entry Level 2. Unit 5 - Using ICT: Safe Working Practices (1 credit) [105]	Level 1, Unit 20 - Using Mobile IT Devices (2 credits) [106]	Level 2, Unit 20 - Using Mobile IT Devices (2 credits) [107]	Level 3, Unit 28 - Optimise IT System Performance (5 credits) [108]
Entry Level 2. Unit 6 - Using ICT in the Workplace (3 credits) [109]	Level 1, Unit 21 - Data Management Software (2 credits) [110]	Level 2, Unit 21 - Data Management Software (3 credits) [111]	Level 3, Unit 29 - Set Up an IT System (5 credits) [112]
Entry Level 2, Unit 7 - Imaging software (2 credits) [113]	Level 1, Unit 22- Understanding the social and environmental impact of architecture and construction (3 credits) [114]	Level 2, Unit 22 -Understanding the social and environmental impact of architecture and construction (4 credits) [115]	Level 3, Unit 32 - Computerised Accounting Software (5 credits) [116]
Entry Level 2. Unit 8 - Using ICT Equipment in a Work Place (2 credits) [117]	Level 1, Unit 23 - Multimedia Software (3 credits) [118]	Level 2, Unit 23 - Multimedia Software (4 credits) [119]	Level 3, Unit 33 - Application Development Using Project Management

			Methods (6 credits) [120]
Entry Level 2, Unit 9 - Using Word Processing Software (2 credits) [121]	Level 1, Unit 24 - Additive Manufacture (3 credits) [122]	Level 2, Unit 24 - Additive Manufacture (3 credits) [123]	Level 3, Unit 37 - Internet of Things (6 credits) [124]
Entry Level 2. Unit 10 - ICT for Employment (1 credit) [125]	Level 1, Unit 25 - Developing Computer Games and Puzzles (4 credits) [126]	Level 2, Unit 25 - Developing Computer Games and Puzzles (4 credits) [127]	Level 3, Unit 40 - Cloud Based Services and Applications (5 credits) [128]
Entry Level 2, Unit 11 - Audio and Video Software (2 credits) [129]	Level 1, Unit 26 - Computer Games Development (3 credits) [130]	Level 2, Unit 26 - Computer Games Development (4 credits) [131]	Level 3, Unit 41 - Cloud Based Systems and Security (5 credits) [132]
Entry Level 2, Unit 12 - Presentation Software (2 credits) [133]	Level 1, Unit 27 - Design Software (3 credits) [134]	<u>Level 2, Unit 27 -</u> <u>Design Software</u> (4 credits) [135]	Level 3, Unit 42 - Undertaking a RealWorld Project (5 credits) [136]
Entry Level 2, Unit 14 - Video Communication (2 credits) [137]	Level 1, Unit 28 - Optimise IT System Performance (2 credits) [138]	Level 2, Unit 28 - Optimise IT System Performance (4 credits) [139]	Level 3, Unit 44 - Bespoke Software (4 credits) [140]
Entry Level 2. Unit 16 - Using Collaborative Technologies (2 credits) [141]	Level 1, Unit 29 - Set Up an IT System (3 credits) [142]	Level 2, Unit 29 - Set Up an IT System (4 credits) [143]	Level 3, Unit 57 - Networking Fundamentals (5 credits) [144]
Entry Level 2. Unit 26 - Computer Games Development (2 credits) [145]	Level 1, Unit 30 - CAD (3 credits) [146]	Level 2, Unit 30 - CAD (3 credits) [147]	Level 3, Unit 60 - Cisco CCNA 1 - Introduction to Networks (6 credits) [148]
Entry Level 2. Unit 29 - Understand social media (2 credits) [149]	Level 1, Unit 31 - Internet Safety for IT users (3 credits) [150]	Level 2, Unit 32 - Computerised Accounting Software (3 credits) [151]	Level 3, Unit 61 - Cisco CCNA 2 - Routing and Switching (6 credits) [152]
Entry Level 2. Unit 32 - Website Software (2 credits) [153]	Level 1, Unit 32 - Computerised Accounting Software (2 credits) [154]	Level 2, Unit 33 - Application Development Using Project Management Methods (4	Level 3, Unit 62 - Cisco CCNA 3 - Scaling Networks (6 credits) [156]

<u>credits</u>) [155]

Entry Level 2. Unit 36 - Specialist Software (2 credits) [157]	Level 1. Unit 36 - Financial Modelling (3 credits) [158]	Level 2, Unit 34 - Developing skills for project management (4 credits) [159]	Level 3, Unit 63 - Cisco CCNA 4 - Connecting Networks (6 credits) [160]
Entry Level 3. Unit R - Registration [161]	Level 1, Unit 38 - Animation Software (3 credits) [162]	Level 2, Unit 35 - Using Project Management Software (4 credits) [163]	Level 3, Unit 64 - Cisco - CCNA Security (6 credits) [164]
Entry Level 3. Unit 1 - Improving Productivity Using IT (3 credits) [165]	Level 1, Unit 39 - Digital Art (3 credits) [166]	Level 2, Unit 38 - Animation Software (4 credits) [167]	Level 3, Unit 65 - Cisco - CyberSecurity Essentials (6 credits) [168]
Entry Level 3, Unit 2 - Online Basics (1 credit) [169]	Level 1, Unit 43 - E-safety for learners (2 credits) [170]	Level 2, Unit 39 - Digital Art (4 credits) [171]	Level 3, Unit 66 - Cisco - IT Essentials (6 credits) [172]
Entry Level 3. Unit 3 - Desktop Publishing Software (2 credits) [173]	Level 1, Unit 50 - Developing skills for remote working (3 credits) [174]	Level 2, Unit 43 - E-safety for learners (3 credits) [175]	Level 3, Unit 67 - Cisco - Networking Essentials (6 credits) [176]
Entry Level 3. Unit 4 - Displaying Information Using ICT (3 credits) [177]	Level 1, Unit 51 - Effectiveness communication using remote systems (4 credits) [178]	Level 2, Unit 50 - Developing skills for remote working (3 credits) [179]	
Entry Level 3. Unit 5 - Using ICT to Find Information (3 credits) [180]	Level 1, Unit 102 - Digital Editing and Publishing (4 credits) [181]	Level 2, Unit 51 - Effectiveness communication using remote systems (4 credits) [182]	
Entry Level 3. Unit 6 - Communicating Information Using ICT (3 credits) [183]	Level 1, Unit 103 - Digital Modelling (4 credits) [184]	DELLevel 2, Unit 70 - Understanding of Cyber Security and Online Threats (3 credits) [185]	
Entry Level 3, Unit 7 - Producing Charts Using ICT (3 credits) [186]	Level 1, Unit 105 - Digital Design and Graphics (4 credits) [187]	DELLevel 2, Unit 71 - Analysing and Evaluating Cyber Threats (3 credits)	

	[188]
Entry Level 3. Unit 8 - IT Security for users (1 credit) [189]	DELLevel 2, Unit 72 - Applying and Deploying Security Tools and Best Practice (3 credits) [190]

Entry Level 3.	DELLevel 2, Unit	
<u>Unit 10 -</u>	73 - Extended	
<u>Presentation</u>	Project: Securing	
software (2	and Defending	
<u>credits)</u> [191]	Online Systems (6	
	<u>credits)</u> [192]	

Entry Level 3.	Level 2, Unit 80 -
<u>Unit 14 - Audio</u>	<u>Digital Tools and</u>
and Video	Best Practice for
Software (2	<u>Project</u>
<u>credits</u>) [193]	<u>Management (5</u>
	<u>credits)</u> [194]

Entry Level 3,	<u> Level 2, Unit 81 -</u>
<u>Unit 15 - Imaging</u>	Digital Safety and
Software (2	Security Policies
<u>credits</u>) [195]	and Procedures (4
	<u>credits)</u> [196]

Entry Level 3.	Level 2. Unit 82 -
Unit 16 - Using	Digital Editing and
Collaborative	Publishing (3
Technologies (3	credits) [198]
credits) [197]	

Entry Level 3,	Level 2, Unit 83 -
<u>Unit 20 -</u>	Digital Design and
Introduction to	Graphics (3
<u>Using mobile IT</u>	<u>credits</u>) [200]
devices (2 credits)	

Entry Level 3,	Level 2, Unit 84 -
<u>Unit 23 -</u>	Digital Modelling
<u>Multimedia</u>	and Data
Software (2	<u>Management (3</u>
<u>credits)</u> [201]	<u>credits</u>) [202]

Entry Level 3,	<u> Level 2, Unit 85 -</u>
<u>Unit 25 -</u>	Virtual Reality and
<u>Developing</u>	the Development
Computer Games	<u>Life Cycle (4</u>
and Puzzles (3	<u>credits)</u> [204]
<u>credits)</u> [203]	

Entry Level 3, Unit 26 -

[199]

Computer Games
Development (3
credits) [205]

Entry Level 3, Unit 28 - Personal information management software (1 credit) [206]

Entry Level 3, Unit 32 - Website Software (2 credits) [207]

Entry Level 3. Unit 36 - Specialist Software (2 credits) [157]

Source URL: https://theingots.org/community/sil2u23

Links

- [1] https://theingots.org/community/ITQ_unit_development
- [2] https://theingots.org/community/handbook2
- [3] https://theingots.org/community/QCF levels
- [4] https://theingots.org/community/SIL2U23X
- [5] http://nationalstrategies.standards.dcsf.gov.uk/focuses/959/861/110166
- [6] http://curriculum.qcda.gov.uk/key-stages-3-and-4/skills/plts/planning-for-plts/index.aspx
- [7] https://theingots.org/community/sil2u23x#1.1
- [8] https://theingots.org/community/sil2u23x#2.1
- [9] https://theingots.org/community/sil2u23x#3.1
- [10] https://theingots.org/community/sil2u23x#4.1
- [11] https://theingots.org/community/sil2u23x#1.2
- [12] https://theingots.org/community/sil2u23x#2.2
- [13] https://theingots.org/community/sil2u23x#3.2
- [14] https://theingots.org/community/sil2u23x#4.2
- [15] https://theingots.org/community/sil2u23x#1.3
- [16] https://theingots.org/community/sil2u23x#2.3
- [17] https://theingots.org/community/sil2u23x#3.3
- [18] https://theingots.org/community/sil2u23x#4.3
- [19] https://theingots.org/community/sil2u23x#1.4
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- [20] https://theingots.org/community/sil2u23x#2.4
- [21] https://theingots.org/community/sil2u23x#3.4
- [22] https://theingots.org/community/sil2u23x#4.4 [23] https://theingots.org/community/sil2u23x#1.5
- [24] https://theingots.org/community/sil2u23i

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[25] https://theingots.org/community/siel1u0reg [26] https://theingots.org/community/sil1u0reg [27] https://theingots.org/community/sil2u0reg [28] https://theingots.org/community/sil3u0reg [29] https://theingots.org/community/siel1u1 [30] https://theingots.org/community/sil1u1 [31] https://theingots.org/community/sil2u1 [32] https://theingots.org/community/sil3u1 [33] https://theingots.org/community/siel1u2 [34] https://theingots.org/community/sil1u2 [35] https://theingots.org/community/sil2u2 [36] https://theingots.org/community/sil3u2 [37] https://theingots.org/community/siel1u3 [38] https://theingots.org/community/sil1u3 [39] https://theingots.org/community/sil2u3 [40] https://theingots.org/community/sil3u3 [41] https://theingots.org/community/siel1u4 [42] https://theingots.org/community/sil1u4 [43] https://theingots.org/community/sil2u4 [44] https://theingots.org/community/sil3u4 [45] https://theingots.org/community/siel1u5 [46] https://theingots.org/community/sil1u5 [47] https://theingots.org/community/sil2u5 [48] https://theingots.org/community/sil3u5 [49] https://theingots.org/community/siel1u6 [50] https://theingots.org/community/sil1u6 [51] https://theingots.org/community/sil2u6 [52] https://theingots.org/community/sil3u6 [53] https://theingots.org/community/siel1u7 [54] https://theingots.org/community/sil1u7 [55] https://theingots.org/community/sil2u7 [56] https://theingots.org/community/sil3u7 [57] https://theingots.org/community/siel1u8 [58] https://theingots.org/community/sil1u8 [59] https://theingots.org/community/sil2u8 [60] https://theingots.org/community/sil3u8 [61] https://theingots.org/community/siel1u9 [62] https://theingots.org/community/sil1u9 [63] https://theingots.org/community/sil2u9 [64] https://theingots.org/community/sil3u9 [65] https://theingots.org/community/siel1u11 [66] https://theingots.org/community/sil1u10 [67] https://theingots.org/community/sil2u10 [68] https://theingots.org/community/sil3u10 [69] https://theingots.org/community/siel1u12 [70] https://theingots.org/community/sil1u11 [71] https://theingots.org/community/sil2u11 [72] https://theingots.org/community/sil3u11 [73] https://theingots.org/community/siel1u13 [74] https://theingots.org/community/sil1u12 [75] https://theingots.org/community/sil2u12 [76] https://theingots.org/community/sil3u12 [77] https://theingots.org/community/siel1u14 [78] https://theingots.org/community/sil1u13 [79] https://theingots.org/community/sil2u13

[80] https://theingots.org/community/sil3u13 [81] https://theingots.org/community/siel1u29 [82] https://theingots.org/community/sil1U14 [83] https://theingots.org/community/sil2u14

[84] https://theingots.org/community/sil3u14 [85] https://theingots.org/community/siel2u0reg [86] https://theingots.org/community/sil1u15 [87] https://theingots.org/community/sil2u15 [88] https://theingots.org/community/sil3u15 [89] https://theingots.org/community/siel2u1 [90] https://theingots.org/community/sil1u16 [91] https://theingots.org/community/sil2u16 [92] https://theingots.org/community/sil3u17 [93] https://theingots.org/community/siel2u2 [94] https://theingots.org/community/sil1u17 [95] https://theingots.org/community/sil2u17 [96] https://theingots.org/community/sil3u23 [97] https://theingots.org/community/siel2u3 [98] https://theingots.org/community/sil1u18 [99] https://theingots.org/community/sil2u18 [100] https://theingots.org/community/sil3u24 [101] https://theingots.org/community/siel2u4 [102] https://theingots.org/community/sil1u19 [103] https://theingots.org/community/sil2u19 [104] https://theingots.org/community/sil3u27 [105] https://theingots.org/community/siel2u5 [106] https://theingots.org/community/sil1u20 [107] https://theingots.org/community/sil2u20 [108] https://theingots.org/community/sil3U28 [109] https://theingots.org/community/siel2u6 [110] https://theingots.org/community/sil1u21 [111] https://theingots.org/community/sil2u21 [112] https://theingots.org/community/sil3u29 [113] https://theingots.org/community/siel2u7 [114] https://theingots.org/community/sil1u22 [115] https://theingots.org/community/sil2u22 [116] https://theingots.org/community/sil3u32 [117] https://theingots.org/community/siel2u8 [118] https://theingots.org/community/sil1u23 [119] https://theingots.org/community/sil2u23 [120] https://theingots.org/community/sil3u33 [121] https://theingots.org/community/siel2u9 [122] https://theingots.org/community/sil1u24 [123] https://theingots.org/community/sil2u24 [124] https://theingots.org/community/sil3u37 [125] https://theingots.org/community/siel2u10 [126] https://theingots.org/community/sil1u25 [127] https://theingots.org/community/sil2u25 [128] https://theingots.org/community/sil3u40 [129] https://theingots.org/community/siel2u11 [130] https://theingots.org/community/sil1u26 [131] https://theingots.org/community/sil2u26 [132] https://theingots.org/community/sil3u41 [133] https://theingots.org/community/siel2u12 [134] https://theingots.org/community/sil1u27 [135] https://theingots.org/community/sil2u27 [136] https://theingots.org/community/sil3u42 [137] https://theingots.org/community/siel2u14 [138] https://theingots.org/community/sil1u28 [139] https://theingots.org/community/sil2u28 [140] https://theingots.org/community/sil3u44 [141] https://theingots.org/community/siel2u16 [142] https://theingots.org/community/sil1u29

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[143] https://theingots.org/community/sil2u29
[144] https://theingots.org/community/sil3u57
[145] https://theingots.org/community/siel2u26
[146] https://theingots.org/community/sil1u30
[147] https://theingots.org/community/sil2u30
[148] https://theingots.org/community/sil3u60
[149] https://theingots.org/community/siel2u29
[150] https://theingots.org/community/sil1u31
[151] https://theingots.org/community/sil2u32
[152] https://theingots.org/community/sil3u61
[153] https://theingots.org/community/siel2u32
[154] https://theingots.org/community/sil1u32
[155] https://theingots.org/community/sil2u33
[156] https://theingots.org/community/sil3u62
[157] https://theingots.org/community/siel3u36
[158] https://theingots.org/community/sil1u36
[159] https://theingots.org/community/sil2u34
[160] https://theingots.org/community/sil3u63
[161] https://theingots.org/community/siel3u0reg
[162] https://theingots.org/community/sil1u38
[163] https://theingots.org/community/sil2u35
[164] https://theingots.org/community/sil3u64
[165] https://theingots.org/community/siel3u1
[166] https://theingots.org/community/sil1u39
[167] https://theingots.org/community/sil2u38
[168] https://theingots.org/community/sil3u65
[169] https://theingots.org/community/siel3u2
[170] https://theingots.org/community/sil1u43
[171] https://theingots.org/community/sil2u39
[172] https://theingots.org/community/sil3u66
[173] https://theingots.org/community/siel3u3
[174] https://theingots.org/community/sil1u50
[175] https://theingots.org/community/sil2u43
[176] https://theingots.org/community/sil3u67
[177] https://theingots.org/community/siel3u noprogression 1169
[178] https://theingots.org/community/sil1u51
[179] https://theingots.org/community/sil2u50
[180] https://theingots.org/community/siel3u5
[181] https://theingots.org/community/sil1u102
[182] https://theingots.org/community/sil2u51
[183] https://theingots.org/community/siel3u6
[184] https://theingots.org/community/sil1u103
[185] https://theingots.org/community/sil2u70
[186] https://theingots.org/community/siel3u7
[187] https://theingots.org/community/sil1u105
[188] https://theingots.org/community/sil2u71
[189] https://theingots.org/community/siel3u4
[190] https://theingots.org/community/sil2u72
[191] https://theingots.org/community/siel3u10
[192] https://theingots.org/community/sil2u73
[193] https://theingots.org/community/siel3u14
[194] https://theingots.org/community/sil2u80
[195] https://theingots.org/community/siel3u15
[196] https://theingots.org/community/sil2u81
[197] https://theingots.org/community/siel3u16
[198] https://theingots.org/community/sil2u82
[199] https://theingots.org/community/siel3u20
[200] https://theingots.org/community/sil2u83
[201] https://theingots.org/community/siel3u23
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Schools ITQ - Unit 23 Multimedia Software (Gold Unit 23)

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- [202] https://theingots.org/community/sil2u84
- [203] https://theingots.org/community/siel3u25
- [204] https://theingots.org/community/sil2u85
- [205] https://theingots.org/community/siel3u26
- [206] https://theingots.org/community/siel3u28
- [207] https://theingots.org/community/siel3u32