
Schools ITQ Level 1 Unit 27 (Silver Unit 27)

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Level 1, Unit 27 - Design Software (3 credits)

1. Obtain, insert and combine information for designs

[1.1 Identify what designs are needed](#) [7]

[1.2 Obtain, input and prepare designs to meet needs](#) [9]

[1.3 Identify what generic copyright and other constraints apply to the use of designs](#) [11]

[1.4 Combine information of different types or from different sources for designs](#) [13]

[1.5 Identify the context in which the designs will be used](#) [14]

[1.6 Identify which file format to use for saving and exchanging designs](#) [15]

[1.7 Store and retrieve files effectively, in line with local guidelines and conventions where available](#) [16]

2. Use design software tools to create, manipulate and edit designs

[2.1 Use suitable tools and techniques to create designs](#) [8]

[2.2 Use appropriate tools and techniques to manipulate and edit designs](#) [10]

[2.3 Check designs meet needs, using IT tools and making corrections as necessary](#) [12]

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[180] <https://theingots.org/community/sil1u105>
[181] <https://theingots.org/community/sil2u71>
[182] <https://theingots.org/community/siel3u4>
[183] <https://theingots.org/community/sil2u72>
[184] <https://theingots.org/community/siel3u10>
[185] <https://theingots.org/community/sil2u73>
[186] <https://theingots.org/community/siel3u14>
[187] <https://theingots.org/community/sil2u80>
[188] <https://theingots.org/community/siel3u15>
[189] <https://theingots.org/community/sil2u81>
[190] <https://theingots.org/community/siel3u16>
[191] <https://theingots.org/community/sil2u82>
[192] <https://theingots.org/community/siel3u20>
[193] <https://theingots.org/community/sil2u83>
[194] <https://theingots.org/community/siel3u23>
[195] <https://theingots.org/community/sil2u84>
[196] <https://theingots.org/community/siel3u25>
[197] <https://theingots.org/community/sil2u85>
[198] <https://theingots.org/community/siel3u26>
[199] <https://theingots.org/community/siel3u28>
[200] <https://theingots.org/community/siel3u32>