



MCAST

MQF/EQF Level 3

CA3-03-22

Diploma in Media

Course Specification

Course Description

The creative media sector is versatile, and it encompasses many job opportunities for young leaders who are ready to take on this adventure. This programme aims to give learners an introduction to the various disciplines and elements that make up the creative media sector and it also allows learners to experience working on media-related projects first hand. This course provides learners with the ideal foundations upon which they can further specialise as creative media professionals.

Programme Learning Outcomes

At the end of the programme the students is able to

- 1. Identify different disciplines within the Media industry.*
- 2. Use video photography equipment to perform tasks according to clearly given instructions.*
- 3. Perform basic graphic design and animation tasks according to clearly given instructions.*
- 4. Apply basic techniques and generate ideas in the production of different media products.*

Entry Requirements

MCAST Foundation Certificate; OR

2 SEC/O-Level/SSC&P (Level 3) passes

Other Entry Requirements

Applicants may be asked to sit for an Interview and/or present a Portfolio.

Key Information

Awarding Body - MCAST

Accreditation Status - Accredited via MCAST's Self Accreditation Process (MCAST holds Self-Accrediting Status as per 1st schedule of Legal Notice 296/2012)

Type of Programme: Qualification

MQF Level	Examples of Qualifications	'Qualification' Minimum Credits Required	'Award' Credits Required
Level 8	Doctoral Degree Third Cycle Bologna Process	NA	NA
Level 7	Masters Second Cycle Bologna Process	90-120	Less than 30
	Post-Graduate Diploma	60	
	Post-Graduate Certificate	30	
Level 6	Bachelor ²³ /Bachelor (Hons.) ²⁴ First Cycle Bologna Process	180-240	Less than 180
Level 5	Short Cycle Qualification	120	Less than 60
	Undergraduate Higher Diploma	90	
	Undergraduate Diploma	60	
	Undergraduate Certificate	30	
	VET Level 5 Programme ²⁵	60-120	
Level 4	Pre-Tertiary Certificate	30	Less than 120
	VET Level 4 Programme ²⁶	120	
	MATSEC Certificate	NA	
Level 3	VET Level 3 Programme ²⁷	60	Less than 60
	General and Subject Certificate	NA	
Level 2	VET Level 2 Programme ²⁸	60	Less than 60
	General and Subject Certificate	NA	
Level 1	VET Level 1 Programme ²⁹	40	Less than 40
	General and Subject Certificate	NA	
Introductory Level A	Preparatory Programme	30	Less than 30
Introductory Level B	Pre-entry Basic Skills Course	30	Less than 30

Table 1: Minimum number of credits for 'Qualifications' and parameters for 'Awards'

Fig.1: p56, Ministry for Education and Employment & National Commission for Further and Higher Education Malta (2016). *Referencing Report, 4th Edition*. NCFHE.

Total number of Hours: 1500

Mode of attendance: Full Time

Duration: 1 Year

Target audience for MCAST full-time courses is 16 to 65+

Target group: Students leaving compulsory education

The official language of instruction at MCAST is English. All notes and textbooks are in English (except for language courses which will be in the respective language being instructed). International candidates will be requested to meet English language certification requirements for access to the course.

This course will be offered at

MCAST has four campuses as follows:

MCAST Main Campus

Triq Kordin, Paola, Malta

All courses except for the Institute for the Creative Arts, Centre of Agriculture, Aquatics and Animal Sciences are offered here.

Institute for the Creative Arts

Mosta Campus

Misraħ Ghonoq Targa Gap,

Mosta

**Institute of Applied Sciences,
Centre of Agriculture, Aquatics and Animal Sciences,
Luqa Road, Qormi**

Gozo Campus

J.F. De Chambray Street

MCAST, Ghajnsielem

Gozo

Teaching, Learning and Assessment

The programmes offered are vocational in nature and entail both theoretical lectures delivered in classes as well as practical elements that are delivered in laboratories, workshops, salons, simulators as the module requirements dictate.

Each module or unit entails a number of in person and/or online contact learning hours that are delivered by the lecturer or tutor directly (See also section 'Total Learning Hours').

Access to all resources is provided to all registered students. These include study resources in paper or electronic format through the Library and Resource Centre as well as tools, software, equipment and machinery that are provided by the respective institutes depending on the requirements of the course or module.

Students may however be required to provide consumable material for use during practical sessions and projects unless these are explicitly provided by the College.

All Units of study are assessed throughout the academic year through continuous assessment using a variety of assessment tools. Coursework tasks are exclusively based on the Learning Outcomes and Grading Criteria as prescribed in the course specification. The Learning Outcomes and Grading Criteria are communicated to the Student via the coursework documentation.

The method of assessment shall reflect the Level, credit points (ECTS) and the schedule of time-tabled/non-timetabled hours of learning of each study unit. A variety of assessment instruments, not solely Time Constrained Assignments/Exams, are used to gather and interpret evidence of Student competence toward pre-established grading criteria that are aligned to the learning outcomes of each unit of the programme of study.

Grading criteria are assessed through a number of tasks, each task being assigned a number of marks. The number of grading criteria is included in the respective Programme Specification.

The distribution of marks and assessment mode depends on the nature and objectives of the unit in question.

Coursework shall normally be completed during the semester in which the Unit is delivered.

Time-constrained assignments may be held between 8 am and 8 pm during the delivery period of a Unit, or at the end of the semester in which the Unit is completed. The dates are notified and published on the Institute notice boards or through other means of communication.

Certain circumstances (such as but not limited to the Covid 19 pandemic) may lead Institutes and Centres to hold teaching and assessment remotely (online) as per MCAST QA Policy and Standard for Online Teaching, Learning and Assessment (Doc 020) available via link <https://www.mcast.edu.mt/college-documents/>

The Programme Regulations referenced below apply. (DOC 004* available at: link <https://www.mcast.edu.mt/college-documents/>

Total Learning Hours

The total learning hours required for each unit or module are determined as follows:

Credits (ECTS)	Indicative contact hours	Total Student workload (hrs)	Self-Learning and Assessment Hours
1	5 - 10 hrs	25 hrs	20-15 hrs*
2	10 - 20 hrs	50 hrs	40-30 hrs*
3	15 - 30 hrs	75 hrs	60-45 hrs*
4	20 - 40 hrs	100 hrs	80-60 hrs*
6	30 - 60 hrs	150 Hrs	120-90 hrs*
9	45 - 90 hrs	225 hrs	180-135 hrs*
12	60 - 120 hrs	300 hrs	240-180 hrs*

* The 'Self-Learning and Assessment Hours' amount to the difference between the contact hours and total student workload.

Grading system

All MCAST programmes adopt a learner centred approach through the focus on Learning Outcomes. The assessment of MCAST programmes is criterion-referenced and thus assessors are required to assess learners' evidence against a pre-determined set of Learning Outcomes and assessment criteria.

For a student to be deemed to have successfully passed a unit, a minimum of 50% (grade D) must be achieved. In case of part time programmes, the student must achieve a minimum of 45% to successfully pass the unit.

All units are individually graded as follows:

A* (90-100)

A (80-89)

B (70-79)

C (60-69)

D (50-59)

Unsatisfactory work is graded as 'U'.

Work-based learning units are graded on a Pass/Fail basis only.

Detailed information regarding the grading system may be found in the following document: DOC 004* available at: link <https://www.mcast.edu.mt/college-documents/>

Intake Dates

- MCAST opens calls for application once a year between July and August of each year for prospective applicants residing in MALTA.
- Applications to full-time courses from international students not residing in MALTA are accepted between April and Mid-August.
- For exact dates re calls for applications please follow this link <https://www.mcast.edu.mt/online-applications-2/>

Course Fees

MCAST course are free for Maltese and EU candidates. International candidates coming from outside the EU need to pay fees for the respective course. Course fees are set on a per-level and course duration basis. For access to course fee structure and payment methods please visit <https://www.mcast.edu.mt/fee-payments-for-non-eu-candidates/>.

Method of Application

Applications to full-time courses are received online via the College Management Information System. Candidates can log in using Maltese Electronic ID (eID) or European eIDAS (electronic identification and trust services) to access the system directly and create an account as the identity is verified electronically via these secure services.

Non-EU candidates need to request account creation through an online form by providing proof of identification and basic data. Once the identity is verified and the account is created the candidate may proceed with the online application according to the same instructions applicable to all other candidates.

Non-EU candidates require a study visa in order to travel to Malta and join the course applied for. For further information re study-visa please access <https://www.identitymalta.com/unit/central-visa-unit/>.

For access to instructions on how to apply online please visit <https://www.mcast.edu.mt/online-applications-2/>

Contact details for requesting further information about future learning opportunities:

MCAST Career Guidance

Tel: 2398 7135/6

Email: career.guidance@mcast.edu.mt

Current Approved Programme Structure

Unit Code	Unit Title	ECTS	Semester
CAMED-306-2201	Visual and Contextual Studies	6	A
CAMED-306-2202	Animation	6	A
CAMED-306-2203	Photography	6	A
CAMED-306-2204	Graphic Design	6	B
CAMED-306-2205	Moving Image	6	B
CAMED-306-2206	Idea Generation and Development	6	B
CDKSK-304-1923	Malti	4	YEAR
CDKSK-304-1922	English	4	YEAR
CDKSK-304-1921	Mathematics	4	YEAR
CDKSK-304-2108	Information Technology	4	YEAR
CDKSK-304-1925	Science	4	YEAR
CDKSK-304-2103	Community Social Responsibility	4	YEAR
Total ECTS		60	/

CAMED-306-2201: Visual and Contextual Studies

Unit level (MQF/EQF): 3

Credits: 6

Delivery Mode: Face to Face

Total Learning Hours: 150

Unit Description

This unit aims to introduce the learners to art history and contemporary art, from paintings and sculptures to photography, film, and TV. They will be encouraged to analyse themes, elements and issues and consider the historical, anthropological, and philosophical factors influencing our understanding of art. This unit will help the learners to explore how ideas of beauty and aesthetics change in diverse cultures and periods, what constitutes beauty and what elements define aesthetics. Hence, it is a fundamental unit for three salient purposes: to develop the learners' ability to analyse how images work and are perceived critically; to enable learners to understand how media evolved; and finally, to provide visual and intellectual stimulation that will contribute to shared knowledge and understanding of visual communication and its relevant context.

This unit is imperative as it fuses all the other units that learners study in the Diploma in Media Production course. It delves into the underlying elements and concepts that media is constructed upon.

Learning Outcomes

On completion of this unit a learner will be able to:

1. *Demonstrate an ability to acquire visual material relevant to its context.*
2. *Analyse various forms of visual communication in relation to the context.*
3. *Present research findings through a visual project.*
4. *Evaluate own creative work and overall experience.*

CAMED-306-2202: Animation

Unit level (MQF/EQF): 3

Credits: 6

Delivery Mode: Face to Face

Total Learning Hours: 150

Unit Description

An introduction to the history of animation will give the students a good understanding of how the medium developed throughout the years. During the duration of the course, students are guided to understand the principles of animation as they put them into practice by experimenting with different animation techniques including traditional and digital animation. The exploration of frame-by-frame techniques like stop motion, flipbook, and working through basic digital animation techniques will help the students achieve a solid understanding of the medium. The creation of a storyboard and an animatic, along with the collection of assets will help the students relate to the process of creating an animation project.

The main aim of this course is that students are introduced to the different techniques of animation, understand how the process works, and experiment with different media.

Learning Outcomes

On completion of this unit a learner will be able to:

1. *Illustrate basic animation principles and techniques.*
2. *Develop a storyboard for an animation.*
3. *Compile an animatic and assets in preparation for a final animation.*
4. *Create a final animation for a given brief.*

CAMED-306-2204: Graphic Design

Unit level (MQF/EQF): 3

Credits: 6

Delivery Mode: Face to Face

Total Learning Hours: 150

Unit Description

This unit aims to develop learners' creative potential by enhancing their knowledge of colour and its properties and introducing them to design principles such as unity and harmony, balance, hierarchy, contrast, scale, and others. Knowing these principles is crucial in graphic design and in helping learners communicate through other visual media.

Basic knowledge and skills in using vector graphics computer application is also an important part of this unit. Practical knowledge in vector drawing software will help learners not only use program capabilities to make their graphic design life easier, but also to develop strategic thinking, self-discipline, planning and organizing workflow.

An important part of this unit is typography. Learners will get theoretical knowledge about the history of communication, types of typography and its anatomy, and how to use typography effectively.

Learners will be guided to explore the elements and principles of design through graphic design-based tasks. In such tasks creativity, planning, experimenting and a sense of measure will develop further.

Learning Outcomes

On completion of this unit a learner will be able to:

1. *Express how visual principles are used in graphic design to convey ideas and meaning.*
2. *Apply knowledge of graphic media, tools, and techniques.*
3. *Communicate visually using graphic media, tools, and techniques.*
4. *Use design principles effectively in own creative work.*

CAMED-306-2203: Photography

Unit level (MQF/EQF): 3

Credits: 6

Delivery Mode: Face to Face

Total Learning Hours: 150

Unit Description

In this unit, learners will be introduced to photography. The students will deal with the basic technical aspects of digital photography. They will learn about light and how it can be captured in a digital camera, they will learn all about camera and lenses, types and usage.

Learners will soon be able to test their knowledge in practical workshops. Students will learn to use cameras in proper manner and according to their intentions.

Learners will gain knowledge in the technical adaptation of photographic techniques using the camera as a tool and photographing using available light conditions. Outdoors photography will cover, landscape and street photography. Special and interesting task will be night photography.

Learners attending this unit will become proficient camera users capable of performing a variety of photographic tasks and continue to further develop their skills.

Learning Outcomes

On completion of this unit a learner will be able to:

1. *Explain elements and functions of a photographic camera and its parts.*
2. *Apply formal elements while shooting images.*
3. *Shoot properly exposed images using available light.*
4. *Use photographic equipment to create images for a given brief following established technical and aesthetic elements.*

CAMED-306-2205: Moving Image

Unit level (MQF/EQF): 3

Credits: 6

Delivery Mode: Face to Face

Total Learning Hours: 150

Unit Description

The aim of this unit is to introduce learners to moving image production. Under supervision of their lecturer, they will learn how to operate audio-visual equipment safely and use editing software to create a finish product which follows basic standard audio-visual formal elements and established technical standards.

Preliminary lectures will consist of first hand demonstrations in proper equipment use and care and provide a structured opportunity for students to develop their video production skills and create their own short form moving image projects.

During this highly practical unit, learners will become familiar with both formal visual conventions used in video as well as technical standards, which by the will enable them to be able to handle and make use of video and audio recording equipment confidently to record usable video material.

Along with their practical work learners will become familiar with basic concepts in media literacy as well, concepts surrounding film theory and film and television production, including an understanding of the various stages of production and how these contribute towards creating audio-visual work.

Furthermore, through this unit learners will be taught how to assemble video material into a finished piece using video editing software. This unit will offer learners a guided experience as they take their first steps towards a career in moving image production.

Learning Outcomes

On completion of this unit a learner will be able to:

1. *Define elements of video equipment and video production.*
2. *Utilize video equipment to capture video.*
3. *Use audio recording equipment to capture audio.*
4. *Assemble a basic video edit using appropriate software.*

CAMED-306-2206: Idea Generation Development

Unit level (MQF/EQF): 3

Credits: 6

Delivery Mode: Face to Face

Total Learning Hours: 150

Unit Description

In this unit, students will gain basic knowledge about creative thinking and idea generating. The aim of this unit is to provide the opportunity for students to learn and explore about creative techniques for generating ideas. Techniques such as brain storming, mind mapping, pitching of ideas etc. are also used in the industry. This unit also gives the opportunity for the student to explore the entire concept of establishing, perfecting and presenting a project of their own. In so doing, it is also aimed to give students an understanding of how the creative process works, how research can be further developed into an idea and ultimately into a finished product.

The students will be encouraged to produce work in a structured manner, giving importance by documentation to each phase of the creative process, enabling them to start building up a coherent and logical approach to how the industry works.

During this unit the student shall progress through understanding a brief, working towards a valid response to that brief (in any discipline chosen by the student - animation, photography, moving image or graphic arts), planning the response, executing it and finally reviewing it.

This will be an opportunity for the student to put the skills learned throughout the year, from the various disciplines to practice.

Learning Outcomes

On completion of this unit a learner will be able to:

1. *Compile evidence to document own creative process.*
2. *Develop an idea for a creative media project.*
3. *Produce a finished piece that is based on own idea.*
4. *Show the ability to reflect on own strengths and weaknesses.*

CDKSK-304-1923: Malti

Unit level (MQF/EQF): 3

Credits: 4

Delivery Mode: Face to Face

Total Learning Hours: 100

Daħla

L-ilsien huwa essenzjali fl-iżvilupp intellettuali, emozzjonali u soċjali ta' kull individwu. Il- Malti mhux biss jiġbor fih identità lingwistika u kulturali iżda huwa għodda ta' komunikazzjoni u interazzjoni. Permezz ta' l-ilsien Malti l-individwu jista' jesprimi dak kollu li jhoss u jkun kreattiv fil-messaġġ li jrid iwassal filwaqt li jkun espost għal oqsma oħra ta' taġħlim. Il-Malti huwa lsien ħaj li ssawwar mill-poplu Malti u għadu qiegħed jissawwar biex jibqa' għodda ta' kreattività għal kull min jużah.

L-Għanijiet

Biex l-istudenti jiksibu din l-unità jridu juru li kapaci:

- 1. Jifhmu diskors standard li wieħed juża u jiltaqa' miegħu fil-ħajja ta' kuljum, kif ukoll jifhmu suġġetti marbuta ma' ġrajjet kurrenti u suġġetti personali u ta' interess professjonali u vokazzjonali.*
- 2. Jifhmu testi li jikkonsistu f'diskors użat fil-ħajja ta' kuljum u fid-dinja tax-xogħol filwaqt li jifhmu deskrizzjoni ta' avvenimenti, fehmi u opinjonijiet permezz tal-qari.*
- 3. Jaffrontaw sitwazzjonijiet f'kuntast ta' konverżazzjoni u jikkellmu fuq suġġetti li huma familjari jew ta' interess personali kif ukoll marbuta mad-dinja ta' kuljum u l-qasam tax-xogħol.*
- 4. Jiformolaw testi fuq suġġetti li huma familjari għalih u ta' interess personali u vokazzjonali b'mod preċiż u relevanti f'dak li għandu x'jaqsam mal-lingwa Maltija.*
- 5. Jhaddmu ħiliet varji għal skop ta' taġħlim, li jmorru lil hinn mil-lingwa.*

CDKSK-304-1922: English

Unit level (MQF/EQF): 3

Credits: 4

Delivery Mode: Face to Face

Total Learning Hours: 100

Unit Description

This unit is targeted at learners proceeding from a Level 2 vocational programme (therefore taking into account completion of Level 2 Key Skills English) as well as those whose entry level is directly at Level 3.

In line with the Malta Qualifications Framework for Level Descriptors, English for Diploma Programmes takes into account the learning of English in terms of knowledge, skills and competences. Knowledge seeks to assess recognition of facts, principles and general concepts in a field of work or study, while skills assess the application of that knowledge in the accomplishment of tasks by employing basic methods, materials and information. In turn, competences empower the learner by giving him/her full responsibility for their accomplishment.

At Level 3, learners are expected to have sufficient knowledge of English in order to deal with everyday situations in scenarios ranging from home, work, social and public settings. General emphasis is laid on work and public settings. In their application of this knowledge, learners are required to listen to or read a range of short texts of a technical and non-technical nature, as well as information broadcast through the popular media. General understanding as well as association of ideas and inference of meaning are expected at this level. Learners should be capable of communicating in English by discussing familiar topics or vocational topics previously exposed to.

This unit encourages learners to combine their technical knowledge with their growing knowledge of general English. They will be introduced to specialised vocabulary related to their area of vocational interest: to materials and their properties, equipment and its usage, processes, tools, devices, customer service and item servicing and general workshop/laboratory practice. In addition, learners are expected to be able to write and produce short but effective work-related memoranda, personal letters, letters of application and curriculum vitae. Writing practice will be contextualised according to the various exigencies of the various institutes.

Learning Outcomes

On completion of this unit a learner will be able to:

1. *Listen to and understand information obtained from a media source.*
2. *Identify and comprehend information presented textually in vocational and technical contexts.*
3. *Identify, comprehend, and interpret information presented visually.*
4. *Speak and communicate ideas effectively on a range of topics ranging from the personal to the technical/vocational.*
5. *Write short, work-related correspondence in the form of memoranda, letter of application and curriculum vitae.*
6. *Research and organise information for extended technical/vocational writing.*

CDKSK-304-1921: Mathematics

Unit level (MQF/EQF): 3

Credits: 4

Delivery Mode: Face to Face

Total Learning Hours: 100

Unit Description

This unit aims to develop the mathematical knowledge and skills required to apply mathematics in real-life situations. The student should be given the opportunity to engage in problem solving by: *(i)* exploring different approaches to solve a given problem; *(ii)* using appropriate strategies and language to arrive to a solution; and *(iii)* checking the validity and accuracy of the solution. The interconnectivity between different areas of mathematics should be pointed out to the student, even though some areas might require different techniques and tools (including ICT tools). The use of (scientific) calculators and ICT can be integrated in the delivery of the topics listed hereunder. The student should also be helped to develop and appreciate mathematical reasoning and deductive skills by being exposed to short proofs.

By the end of this unit, the student should demonstrate readiness and competency to independently apply mathematical techniques in solving problems, and be able to communicate findings using appropriate mathematical vocabulary and rigour.

These problems will involve:

- (a) numerical calculations,
- (b) algebraic manipulation,
- (c) geometrical properties,
- (d) basic statistical analysis
and
- (e) probabilistic
techniques.

Learning outcomes

To achieve this unit, the student must be able to:

1. *Compute further numerical calculations.*
2. *Construct and manipulate formulae and algebraic expressions.*
3. *Construct linear equations using graphical techniques.*
4. *Apply geometrical properties of lines, shapes and solids to find lengths, angles, areas and volumes.*

5. *Summarise statistical data both graphically and numerically.*
6. *Determine the probability of single events and of the combination of independent events.*

CDKSK-304-2108: Information Technology

Unit level (MQF/EQF): 3

Credits: 4

Delivery Mode: Face to Face

Total Learning Hours: 100

Unit Description

This unit aims to develop basic computer knowledge and skills needed in real-life situations. In a supportive environment, the learner will be challenged to understand how to use various real-life applications belonging to a productivity suite with the aim of providing to our learners the necessary skills required to use common computer applications necessary during their studies. By the time learners complete this unit they will be increasingly independent users of personal computers and will have a broad understanding of how ICT can help their learning, their work, and their social life. They will have a well-developed ability to decide when and how to use ICT and will be aware of the limitations associated with this use.

Through this unit the learners will achieve a broad knowledge of ICT and will be able to use ICT to carry out several increasingly complex tasks. They will be competent in using word processing, spreadsheet, and presentation software to create, format and finish documents, workbooks and slide shows that contains various elements. Finally, this unit also introduces the use of online communities and online tools to build and maintain an online presence.

Learning outcomes

To achieve this unit, the student must be able to:

1. *Use a word processing application to create everyday letters and documents.*
2. *Use a spreadsheet to produce accurate work outputs.*
3. *Use presentation software.*
4. *Utilise online collaboration tools.*
5. *Use internet presence management tools.*

CDKSK-304-1925: Science

Unit level (MQF/EQF): 3

Credits: 4

Delivery Mode: Face to Face

Total Learning Hours: 100

Unit Description

In this Level 3 key skill, learners will increase their awareness about the importance of science in our everyday life. The focus will be on natural sciences, mainly the three different areas; the living world, the physical world and the world of technology.

The focus of the living world will be on interactions between living organisms in a given environment, the dependence of animals on plants for their survival via food chains and food webs, and human life. Topics related with human life will include the position of the main body organs, anatomy and physiology of at least two organ systems, and physical health (importance of healthy food, clean water and unpolluted air; importance of balanced diet and regular exercise for physical and emotional well-being; adverse effects of drugs, alcohol and smoking; ways to avoid contamination of bacteria and viruses; role of white blood cells and misuse of antibiotics).

As part of the physical world, the learner will be more familiar with physical properties of materials, classifying objects and materials based on their physical properties, and linking the uses of objects and materials with their physical properties. Furthermore, they will enhance their knowledge on renewable and non-renewable sources of energy, using sources of energy in the immediate environment safely and economically, and energy-saving measures that can be applied at home and at work.

Related with the world of technology, the learners will discuss health and safety issues at home and in the workplace including recognising situations of risk and ways how one can avoid accidents. Also, the learners will familiarise themselves with issues related to costs and efficiency of everyday life processes by carrying out an analysis of a particular process or task in terms of energy and efficiency.

Learners will enhance their investigative skills via a project (which includes a site visit designed specifically for different institutes) in collaboration with BirdLife Malta. During a training session, lecturers will be given teaching resources and suggestions for sites to deliver the field teaching aspect and project themes. Via this learning outcome, the learner will be empowered to take action to develop a project that addresses an environmental issue. S/he will have to analyse the data, interpret and evaluate findings

and then communicate them to their colleagues. The learner should realise that everyone can do something which will make a difference and that action can take place not only at the personal level but also at other levels such as community, national and international levels. Learners should understand ecosystem services and recognise that they can be used in all careers to save time, money, resources etc. but that they need to be respected for this to be possible.

Learning Outcomes

On completion of this unit the student will be able to:

1. *Observe and classify objects in the immediate environment*
2. *Link scientific knowledge with everyday life situations*
3. *Research local environmental issues and use problem solving skills to investigate sustainable solutions*
4. *Use scientific knowledge to improve everyday life*

CDKSK-304-2103: Community Social Responsibility

Unit level (MQF/EQF): 3

Credits: 4

Delivery Mode: Face to Face

Total Learning Hours: 100

Unit Description

This key skill presents the opportunity for MQF level 3 learners to explore their individual self through the analysis of their core values and behavioural tendencies. This will bestow insight upon the learners, which will assist them in setting and/or recalibrating their future goals. Through the acquisition of different life skills, learners will be empowered to explore their surroundings and become more responsible towards the environment which hosts them. Delving into what constitutes responsibility towards others, the learners will be presented with the opportunity to recognise the significance of developing an adequate personal conduct. The learners will also be presented with opportunities to develop and/or hone their management and organisational skills, which in return will assist them in becoming more employable and independent. Through the completion of a compulsory community work experience, learners will recognise the benefits of self-management skills towards the acquisition of balance within one's lifestyle. The completion of the compulsory community work project will also present the ideal opportunity for the students to analyse their experience, evaluate their own performance and also generate suggestions and recommendations for future good practices.

Learning Outcomes

On completion of this unit the student will be able to:

1. *Examine the relation between personal core values and goal setting.*
2. *Practice organisational skills to establish further independence.*
3. *Identify the practice of proper personal conduct and communication within different communities.*
4. *Evaluate the engagement in a community work experience.*