**Assessment outline for Unit 2BAIT**

**Unit 2B – Information and communication technologies in business**

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| **CC type weighting** | **Type** | **Tasks** | **Task weighting** | **Type weightings** | **Task content** | **Due date** | **O1** | **O2** | **O3** | **O4** |
| **10–20%** | **Investigation** | **TASK 2: Getting mobile**  Students investigate mobile technologies, its applications, associated technologies, problems and issues, the impact on users and the workplace. New industries that have opened up to cater for this growing need are researched as well as networking for mobiles in the workplace. | 20**%** | 20**%** | Hardware and software; social implications and trends; careers, work and jobs |  | ✓ |  | ✓ |  |
| **40–50%** | **Production/**  **Practical** | **TASK 1: Mobile phone theme**  Students are required to design and construct their own mobile technology theme that could be used on a mobile phone, iPod or a PDA. The theme needs to include a *desktop image*, an *animated screen saver* and a custom *ringtone* produced to a high ‘industry’ standard. | 50**%** | 50% | Hardware and software; digital data and information |  |  | ✓ | ✓ | ✓ |
| **10–20%** | **Response** | **TASK 3 Vodcast Sem one evaluation and repurposing** | 15**%** | 15% | Hardware and software; digital data and information; social implications and trends; careers, work and jobs |  |  | ✓ |  | ✓ |
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| **10–20%** | **Examination** | **Course exam** | 15**%** | 15% |  |  | ✓ | ✓ |  | ✓ |
|  |  |  | 100% | 100% |  |  |  |  |  |  |