

IT

QUALIFICATION: BTEC LEVEL 3 SUBSIDIARY DIPLOMA (1 A LEVEL)

BTEC IT at Level 3 is designed to provide specialist knowledge and skills that develop your ICT experiences. The range of work that you will cover will provide you with a wealth of opportunities to develop analytical and problem solving skills as well as specialist skills in design, animation and game development. There is a real opportunity to build knowledge and skills for Higher Education or the world of work.

ENTRY REQUIREMENTS:

3 GCSE or equivalent grades at C or above and D grades in English and Maths. To take full advantage of this course ideally you will have successfully studied IT or Computing at Level 2.

HOW COURSE IS

ASSESSED:

100% coursework. The course is assessed via a portfolio of evidence one per unit of work; these are graded at Pass, Merit and Distinction.

WHERE NEXT?

This course provides an excellent route for those students who wish to extend their analytical, creative and problem solving skills in IT.

JOB OPPORTUNITIES:

IT apprenticeships.
Business administration.

COURSE CONTENT:

The following two units are compulsory and are delivered in the first year of this course.

Unit 1

This unit provides students with an opportunity to explore the personal attributes valued by employers and the principles of communicating effectively whilst developing effective communication skills. This unit does not link with other units but underpins them all.

Unit 2

Students work towards understanding the components of a computer system and develop the skills needed to recommend appropriate systems for a business purpose. This unit also provides the opportunity to understand how to set up and maintain computer systems. A further four units will be taught from the following list

- Unit 3: Information systems
- Unit 6: Software design and development
- Unit 8: E-commerce
- Unit 9: Computer networks
- Unit 10: Communication technologies
- Unit 11: System analysis and design
- Unit 17: Project Planning with IT
- Unit 18: Database design
- Unit 22: Developing computer games
- Unit 23: Human computer interaction
- Unit 30: Digital graphics
- Unit 31: Computer Animation
- Unit 42: Spreadsheet modelling

This course combines well with any other course of study and provides an interesting and highly motivational way to achieve great levels of success without the pain of timetabled examinations. In particular, this course is well suited to those students who have enjoyed completing a level 2 vocational IT course and wish to take their IT capability to a higher level and develop specialist skills. This course also links to the Computer Science curriculum and provides opportunities to develop knowledge in programming languages.