COMPUTING

Course Title:	BTEC L3	Course Code:	601/7342/7
	Computing		
Exam Board:	Edexcel	Course Length:	2 years



Units Covered:

- Principles of Computer Science
- Fundamentals of Computer Systems
- IT Systems, Security and Encryption
- Business Applications of Social Media
- The Impact of Computing
- Relational Database Development
- Planning and Management of Computing

Projects

- Software Design and Development Projects
- Object Oriented Programming
- Computer Networking
- Virtualisation
- Systems Analysis and Design
- Digital Graphics and Animation

PROGRESSION

Students who gain a BTEC Extended Diploma in Computing are generally well regarded by companies and apprenticeship providers as they will have both good theoretical knowledge and evidence of developing practical skills. If the course is combined with an A-Level in Mathematics, students can progress into studying Computer Science at university. This subject can lead to careers in: Cyber Security, Software Engineering, Games Development, IT Administrator, Project Management, Robotics.

HOW AM I ASSESSED?

 The course is split into modules with each module being assessed upon completion.
 Therefore there will be multiple assessment

points throughout the year.

There are four external assessment
modules and these will be assessed in either

 The attained grades for each module will be combined to give an overall grade for the course.

February or May of each year.

HOW TO BE SUCCESSFUL?

- Complete all units of work within the set time frame.
- Undertake background reading around the subject to build up generally computer science knowledge.
- Practise programming on a regular basis to ensure knowledge in place for the examinations.

6 X NATIONAL AVERAGE HIGH QUALITY STEM APPRENTICESHIP

WHY CYBER?

The UK Cyber Security Market is regarded as the largest in Europe and an increase in cybercrime threats has led to an increase on cyber security spending in the public and private sectors. The cost of cybercrime is estimated to cost the UK \$30bn per year.