BTEC FIRST DIPLOMA IN INFORMATION AND CREATIVE DIGITAL TECHNOLOGY LEVEL 2

OVERVIEW

The term computing covers a broad spectrum of areas, and this course aims to give you an introduction into several of them. Whether designing a website, creating a mobile application or building a software package, you are sure to find an area that appeals to you.

The course covers 9 units within the field of computing. Each unit is designed to introduce you to a brand new area of computing. See further information below.

The Level 1/Level 2 Information and Creative Technology is a one year course which is equivalent to 3 GCSEs and provides an entry pathway to the BTEC Level 3 Computing course.

Units

You will study a range of units and on successful completion achieve a BTEC Level 2 Information and Creative Technology.

Unit 1 - The Online World (External Exam)

How do websites work? How do emails reach your computer? How does the use of computer applications affect your daily life? This unit provides an introduction to the modern online world. Starting with your own experiences, you will extend your knowledge of online services and investigate the technology and software that supports them. You will learn more about a range of services including email, online data storage, collaborative software, search engines and blogging.

Unit 2 - Technology Systems (External Exam)

This unit provides a first look at how the main building blocks of technology systems work. You will explore the common hardware components of technology systems, such as a touch screen or a printer, and the internal building blocks of a computer like the processor, buses and memory. The unit also covers the purpose of networks, which allow different devices within a technology system to communicate.

Unit 3 - Digital Portfolio

This unit is your chance to show off! A digital portfolio is an exciting onscreen way to showcase your achievements to potential employers or when applying for a course. It is all about: the projects you have created and developed your use of communication and presentation skills your capabilities and potential.

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0191 427 3500  info@stc.ac.uk

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Digital portfolios can be viewed by anyone with a computer and an internet browser. You will learn how to create a digital portfolio that includes a series of web pages with links to content that you have created. You will learn how to make use of multimedia assets such as images, sound and video to make your portfolio appealing and engaging.

**Unit 4 - Digital Animation**

This unit provides you with an introduction to tools/techniques and processes that are used commercially when creating computer animation. You will investigate the range of applications and features of existing animation products or sequences, that have been created for an intended audience and purpose. You will be able to apply your findings when creating your own computer animation which do not require user interaction.

**Unit 6 - Digital Graphics**

In this unit you will design, create and test graphic products in a similar way to how it is done in industry and be introduced to the technology and techniques used by professionals. You will need to think about the creative aspects of the product as well as the technical (both vector-editing and photo-editing). Once finished, you will review the products, having obtained feedback from others, and evaluate possible improvements.

**Unit 8 - Mobile App Development**

In this unit you will investigate the characteristics and uses of mobile apps, and learn how mobile apps are developed. Then you will design, develop, test and review your own mobile app. Rather than producing large amounts of original code from scratch, the emphasis in this unit is on you integrating predefined programs/code snippets (specific instructions for a mobile computer) with ready-made and original assets (e.g. buttons and sounds) by using some original code.

**Unit 12 - Software Development**

To create successful programs, you have to develop good problem-solving and creative thinking skills. In addition, businesses are likely to employ teams of people to develop software programs, including system analysts who examine IT systems and business processes.

In this unit, you will learn the rules of a programming language and how to write code to develop a successful program. You will be able to apply some of your findings to your own software solutions.

**Unit 13 - Website Development**

Have you ever viewed a website and wondered how it was created? Many different elements can be included in the website, such as text, graphics, animation, video and programs (client-side computer scripts). In this unit, you will investigate the features and uses of websites by exploring what they are and how their integrated components and applications interact with each other.
You will also learn how to design, develop and test a website for a brief. Once this is completed you will review your website, having obtained feedback from others.

**Unit 22 - Computer Security in Practice**

In this unit you will investigate and apply the fundamentals of computer security in practice, which will help you in an IT and IT security career. You will also gain valuable employability skills, such as communication, planning and self-organisation. You will become aware of the common security threats that may affect computers and systems and the range of common protection measures available. You will learn how to assess the security risks to a computer or system and be able to assess the vulnerabilities.

**ENTRY REQUIREMENTS**

A minimum of 4 GCSEs grade 3 or above, including maths and English at grade 3.

You may be considered for this course without the above entry requirements, however this will be subject to an appointment with the Course Leader. Please contact us to discuss your options.

**ASSESSMENT**

Units 1 and 2 are assessed through online examinations, marked by BTEC. The remaining 7 units of work will be assessed through coursework/practical assessments, marked by lecturers within South Tyneside College’s Computing department.

**PROFESSIONAL OPPORTUNITIES**

Students who pass the course with a double Merit grade or above can progress onto the BTEC Level 3 Foundation Diploma in Computing.

Students who complete the course with a grade of Pass grade will be invited to interview for the level 3 Foundation Diploma in Computing.

Students with a Pass or above grade would also qualify to apply for advanced apprenticeships (Level 3) within sectors related to ICT/Computing.

**FURTHER INFORMATION**
The level 2 computing course can also be used as a pathway to courses within media, games development, project management and business administration.

Should you require any further information on this course, you can email Craig Taylor (Level 2 Course Leader) by emailing craig.taylor@stc.ac.uk

**DATES & FEES**

Contact us for current course dates and fees.