

## Statement of Purpose

### 600/4789/6 – Pearson BTEC Level 1/Level 2 First Award in Information and Creative Technology

#### Who is the qualification for?

This qualification is a Technical Award equivalent in size to one GCSE. It is designed for pre-16 students working at level 2 who want to include a study of technology as part of their broader Key Stage 4 curriculum. It provides an introduction to some of the key themes within the industry, for example enabling students to explore digital devices and the technology that enables them to share and exchange information.

Students will develop and apply their knowledge of the sector while also developing a range of relevant practical, technical and creative skills. They will gain a broad understanding and knowledge of the industry and will have the opportunity to apply their knowledge in new, practical and creative contexts.

#### What will the student study as part of this qualification?

This qualification provides students with an engaging and stimulating introduction to the fundamentals of information technology. They have the opportunity to gain the practical and creative skills, knowledge and understanding building from their own experiences of technology and by carrying out projects. They have the opportunity through optional units to extend this learning further to create, test and review digital products, or develop, test and review websites and databases.

#### Compulsory units

Students must take two core units: unit 1, which is externally assessed through an onscreen, on-demand examination, and unit 3, which is internally assessed.

- Unit 1, 'The Online World,' starts with students' own experiences and quickly extends to online services and the technology that supports them.
- Unit 3, 'A Digital Portfolio' is compulsory; it gives students the opportunity to design, create, test and review a project.

This core makes up 50% of the qualification and the remaining 50% consists of a choice of two (from seven) optional units.

#### Optional units

The optional units reflect the breadth of opportunity within the IT sector:

Unit 4: Creating Digital Animation  
Unit 5: Creating Digital Audio  
Unit 6: Creating Digital Graphics  
Unit 7: Creating Digital Video  
Unit 9: Spreadsheet Development  
Unit 10: Database Development  
Unit 13: Website Development

**What knowledge and skills will the student develop as part of this qualification and how might these be of use and value in further studies?**

The core and optional units have been designed to engage and enthuse students by developing a broad knowledge and understanding of the IT sector, as outlined above. For those who wish to continue with further study of information and creative technology, this qualification forms a sound basis for progression to academic or vocational qualifications at level 3, or an apprenticeship.

Students will also develop transferable technical, creative and practical skills in communication (including analytical writing skills and writing for audience and purpose), research and project management, including structure and presentation (through the use of storyboards, and use of sound and video), providing an opportunity for them to demonstrate reflective practice by suggesting alternative approaches to a problem which will be valuable in support of progression to a level 3 course in any subject.

**Which subjects will complement this course?**

This qualification is designed to be taken as part of a broad and balanced curriculum at Key Stage 4. It will go particularly well alongside GCSEs in EBacc subjects (including the sciences, computer science), non-core GCSEs (D&T, art, psychology) and/or other Technical Awards (BTEC creative digital media, BTEC engineering) to provide both curriculum breadth and the skills needed to make informed choices about study post-16.