

## Statement of Purpose

### 600/6072/4 – Pearson BTEC Level 1/Level 2 First Extended Certificate in Information and Creative Technology

#### Who is the qualification for?

This qualification is intended as a Substantial Vocational Qualification at level 2 (360 GLH) designed for post-16 students working at that level who want to undertake practical and technical study of the IT industry in order to fulfil their progression aims, either to further study or to assistant and junior roles in both technical and creative aspects of this sector. It develops students' knowledge and understanding of some of the key themes within the industry, enabling them to apply that knowledge while developing a range of relevant practical, technical and creative skills. It is broadly equivalent in size to three GCSEs.

The qualification also gives students opportunities to develop personal skills and attributes essential for successful performance in the IT Industry and allows the opportunity to apply their knowledge in new, practical and creative contexts.

#### What does this qualification cover?

This qualification prepares students for a range of job roles through an engaging and stimulating coverage of the fundamentals of information technology. Units focusing on creative digital production allow students to gain the practical and creative skills, knowledge and understanding to design, make and review software programs, digital animation, websites or a mobile app, while the more technical units provide the knowledge and understanding to build and maintain hardware, software and networks fundamental to the support and maintenance of successful IT systems.

Students must complete three compulsory units: both unit 1 and unit 2, which are 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 2, 'Technology Systems,' focuses on technology systems and how they work together, data flow, and how data is processed and the different types of software.
- Unit 3, 'A Digital Portfolio' gives students the opportunity to design, create, test and review a project.

This core makes up 25% of the qualification and the remaining 75% consists of a choice from 14 optional units. The optional specialist units reflect the breadth of opportunity in both technical and creative aspects of the IT industry. The choice of optional units will comprise an additional 270 guided learning hours from the following units.

**Creative Units** – Units containing the words "Creating Digital" focus on the creative aspects of the sector and involve the creation of digital assets which do not require a user interface but will be incorporated into complex digital products.

**Development Units** – Units containing the words "Development" expand on the creative aspect but this time focus on the development of digital products which require a user interface. These units expand the student's concept of the project lifecycle and look in detail at each step.

**Technical Units** – the final group of optional specialist units focuses on the technical aspects of IT system development and support. These units expand students' understanding of and ability to create and maintain computer systems and the hardware and software components within.

**What could this qualification lead to?**

Achievement of this qualification at level 2 would mean students are fully prepared to progress to roles maintaining and supporting IT systems and junior roles within the creative digital sector. These roles include IT Helpdesk support, Hardware installation and maintenance, Software installation and support and network support. In the creative digital sector roles include games developer and graphic designer.

The core and optional units have been designed to engage and enthuse students by developing specific knowledge and understanding of the IT sector. For those who wish to continue with further study of information and creative technology, this qualification forms a sound basis for progression to a Tech level qualification such as a BTEC Diploma or Extended Diploma in IT, or an apprenticeship in IT systems development and support or in the telecoms industry.

This Extended Certificate offers a variety of optional specialist units focusing on the technical requirements of creating and supporting IT systems. These units provide the opportunity for delivery strategies that reflect the nature of work within the IT sector. This experience will prepare students for employment within the information technology industry in roles such as systems maintenance and support and areas within the creative industries, such as computer games development.

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.

**This qualification is part of a larger suite of BTEC ICT qualifications**

The BTEC Level 1/Level 2 First Extended Certificate is 360 GLH and broadly equivalent to 3 GCSEs. The BTEC Level 1/Level 2 First Diploma, at 480 GLH, is also available.

Students might choose the Level 1/Level 2 Extended Certificate rather than the Level 1/Level 2 Diploma in I&CT as it provides the skills and knowledge required for a variety of entry level roles in both the technical and creative aspects of the IT industry without the need to study additional content that is less relevant to such roles. However, the Extended Certificate provides access to the fundamental skills and understanding that will prepare students should they wish to progress to a level 3 qualification to gain access to higher level roles.

The size of the qualification also allows for time in the curriculum for those who need to include additional qualifications to prepare them for progression, such as GCSE English or mathematics.

**Who supports this qualification?**

This qualification is supported by the following employers:

- MMT Digital
- Hewlett Packard
- Cisco
- Titian Software Ltd
- Atos
- Zengenti

Support letters will be available at the following link by 3<sup>rd</sup> October:  
<http://www.edexcel.com/quals/firsts2012/information-and-creative-technology/Pages/default.aspx>.

**Further information**

Further information on the qualification can also be accessed at  
<http://www.edexcel.com/quals/firsts2012/information-and-creative-technology/Pages/default.aspx>.