BTEC International Level 3 Extended Diploma (1080 GLH) in Information Technology: Sample Delivery Plan

Audience

This document is aimed at supporting tutors and those delivering BTEC International Level 3 qualifications from November 2022.

Introduction

Clear unit planning and understanding of key deadlines are essential for a successful delivery programme. We have produced a Sample Delivery Plan showing how the BTEC Extended Diploma in Information Technology could be delivered over two years, highlighting assessment milestones and indicating where you can teach units holistically.

Key sections

The document focuses on key dates to plan around and an example of how the Extended Diploma can be structured, set out in the three sections below:

Section 1: Guide to key dates
Setting out the key activities and requirements for course delivery, alongside dates and links to further information.

Section 2: Sample two-year plan – delivery charts
Charts the setting out of key deliverables against chosen units for the Extended Diploma and the Extended Diploma Pathway (Software Developer).

Section 3: Sample two-year plan – detailed rationale
An in-depth rationale and explanation as to how the suggested plans were structured.

Further support can be found within the relevant specification on Pearson's website: https://qualifications.pearson.com/en/qualifications/btec-international-level-3/it-india.html

Below is an overview of how wider support also links to this document.

Support	Purpose
Delivery Guides	A companion to your BTEC International Level 3 specification, Authorised Assignment Briefs (AABs) and Sample Pearson Set Assignments. They contain ideas for teaching and learning, including practical activities, realistic scenarios, ways of involving employers in delivery, ways of managing independent learning and how to approach assessments. The aim of these guides is to show how the specification content might work in practice, and to inspire you to start thinking about different ways to deliver your course.
Authorised Assignment Briefs	Provides scenarios and activities that are mapped to the unit Assessment criteria. An assessment instrument to be used when all unit content has been delivered.
Schemes of Work	Demonstrate how the unit content can be covered in the GLH, while giving lesson ideas and highlighting links to other units to help you plan your teaching.

Section 1: Guide to key dates

Action	Description	Resource/reference
Assessment plan(s)	An assessment plan(s) must be in place to demonstrate that sufficient time is available to deliver and assess all the required units in a timely manner. More than one plan may be required if there are different groups working at different speeds.	Assessment plans are available on the Pearson website. Please note that all units are internally assessed. For a small proportion of units, Pearson sets the assignment and these are also internally assessed. Pearson Set Assignments will be available from October of the year of assessment and can be taken at any point in that year.
Assignment briefs	Assignment briefs should be internally verified to ensure they are fit for purpose, and the equipment, resources and staff expertise will be available. This is not required for Pearson Set Assignment units.	Authorised assignment briefs are available here.
Learner induction	A short period of induction is strongly recommended to ensure learners are familiar with the programme and its requirements. Plagiarism, referencing, time management skills, the importance of meeting deadlines and centre policies should be covered.	
Register your learners	Learner registrations need to be made by the deadlines on our website. This will trigger the allocation of a Standards Verifier and support for your centre.	Edexcel Online (https://edexcelonline.pearson.com/Account/Login.aspx)
Allocation of Standards Verifier	The Standards Verifier needs to see the assessment plan(s) and will agree a sampling schedule with the centre. They are available to give support and guidance.	The details of the Standards Verifier will be emailed to the Quality Nominee at the centre. Please ensure the Quality Nominee details registered with Pearson are accurate.
Internally assessed unit completed	The internally assessed unit(s) needs to have been sampled and reported prior to the end of teaching for the year.	
Second sampling completed	Second sampling of internally assessed units that were not released for certification must be complete by the end of the teaching for the year.	

Section 2a: Sample two-year plan – delivery chart – Extended diploma

This plan is intended to be used as guidance.

Key
LA = learning aim
INT = internal assessment
CSR = case study research
SA = summative assessment

				YEAR 1 TERM 1												
Unit	**Unit title**	**Guided learning hours**	**Assessment method**	**Week 1**	**Week 2**	**Week 3**	**Week 4**	**Week 5**	**Week 6**	**Week 7**	**Week 8**	**Week 9**	**Week 10**	**Week 11**	**Week 12**	**Week 13**
1	Information Technology Systems – Strategy, Management and Infrastructure	120	INT SET	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A
		4 hours per week														
6	Website Development	60	INT SET	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA B	LA B	LA B	LA B	LA B
		2 hours per week														
3	Using Social Media in Business	90	INT	LA A	LA A	LA A	LA A	LA A	LA A	INT	INT	LA B	LA B	LA B	LA B	LA B
		3 hours per week														
4	Programming	90	INT	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	INT	INT
		3 hours per week														
5	Data Modelling	60	INT	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	INT	INT	LA B	LA B
		2 hours per week														
7	Mobile Apps Development	60	INT	LA A	LA A	LA A	LA A	INT	INT	LA B	LA B	LA B	LA B	LAB	LA B	LA B
		2 hours per week														

12	IT Technical Support and Management	60	INT	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	INT
		2 hours per week														

				YEAR 1 TERM 2												
Unit	**Unit title**	**Guided learning hours**	**Assessment method**	**Week 14**	**Week 15**	**Week 16**	**Week 17**	**Week 18**	**Week 19**	**Week 20**	**Week 21**	**Week 22**	**Week 23**	**Week 24**	**Week 25**	**Week 26**
1	Information Technology Systems – Strategy, Management and Infrastructure	120	INT SET	LA A	LA A	LA B	LA B	LA B	LA B	LA B	LA B	LA B	LA C	LA C	LA C	LA C
		4 hours per week														
6	Website Development	60	INT SET	LA B	LA B	LA B	LA B	LA B	LA B	LA B	LA B	LAC	LA C	LA C	LA C	LA C
		2 hours per week														
3	Using Social Media in Business	90	INT	LA B	LA B	LA B	LA B	LA B	LA B	LA B	LA C	LA C	LA C	LA C	LA C	LA C
		3 hours per week														
4	Programming	90	INT	LA B	LA B	LA B	LA B	LA B	LA B	LA B	LA B	LA B	LA B	LA C	LA C	LA C
		3 hours per week														
5	Data Modelling	60	INT	LA B	LA B	LA B	LA B	LA B	LA B	LA B	LA B	LA B	LA B	LA C	LA C	LA C
		2 hours per week														
7	Mobile Apps Development	60	INT	LA B	LA B	LA B	INT	INT	LA C	LA C	LA C	LA C	LA C	LA C	LA C	LA C
		2 hours per week														
12	IT Technical Support and Management	60	INT	INT	LA B	LA B	LA B	LA B	LA B	INT	INT	LA C	LA C	LA C	LA C	LA C
		2 hours per week														

				YEAR 1 TERM 3												
Unit	**Unit title**	**Guided learning hours**	**Assessment method**	**Week 27**	**Week 28**	**Week 29**	**Week 30**	**Week 31**	**Week 32**	**Week 33**	**Week 34**	**Week 35**	**Week 36**	**Week 37**	**Week 38**	**Week 39**
1	Information Technology Systems – Strategy, Management and Infrastructure	120	INT SET	LA C	LA C	SA	SA									
		4 hours per week														
6	Website Development	60	INT SET	LA C	LA C	SA	SA									
		2 hours per week														
3	Using Social Media in Business	90	INT	LA C	LA C	INT	INT									
		3 hours per week														
4	Programming	90	INT	LA C	LA C	INT	INT									
		3 hours per week														
5	Data Modelling	60	INT	LA C	LA C	INT	INT									
		2 hours per week														
7	Mobile Apps Development	60	INT	LA C	LA C	INT	INT									
		2 hours per week														
12	IT Technical Support and Management	60	INT	INT	LA C	INT	INT									
		2 hours per week														

Key
LA = learning aim
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				YEAR 2 TERM 1												
Unit	**Unit title**	**Guided learning hours**	**Assessment method**	**Week 1**	**Week 2**	**Week 3**	**Week 4**	**Week 5**	**Week 6**	**Week 7**	**Week 8**	**Week 9**	**Week 10**	**Week 11**	**Week 12**	**Week 13**
11	Cyber Security and Incident Management	120	INT SET	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A
		4 hours per week														
15	Cloud Storage and Collaboration Tools	60	INT	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	INT	INT
		2 hours per week														
2	Creating Systems to Manage Information	90	INT	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	INT	INT	LA B	LA B	LA B
		3 hours per week														
9	IT Project Management	90	INT	LA A	LA A	LA A	LA A	LA A	INT	INT	LA B	LA B	LA B	LA B	LA B	LA B
		3 hours per week														
16	Digital 2D and 3D Graphics	60	INT	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A
		2 hours per week														
18	The Internet of Things	60	INT	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	INT	INT	LA B	LA B
		2 hours per week														
19	Enterprise in IT	60	INT	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	INT	INT
		2 hours per week														

				YEAR 2 TERM 2												
Unit	**Unit title**	**Guided learning hours**	**Assessment method**	**Week 14**	**Week 15**	**Week 16**	**Week 17**	**Week 18**	**Week 19**	**Week 20**	**Week 21**	**Week 22**	**Week 23**	**Week 24**	**Week 25**	**Week 26**
11	Cyber Security and Incident Management	120	INT SET	LA A	LA A	LA A	LA A	LA A	LA A	LA B	LA B	LA B	LA B	LA B	LA C	LA C
		4 hours per week														
15	Cloud Storage and Collaboration Tools	60	INT	LA B	LA B	LA B	LA B	LA B	LA B	LA B	LA C	LA C	LA C	LA C	LA C	LA C
		2 hours per week														
2	Creating Systems to Manage Information	90	INT	LA B	LA B	LA B	LA B	LA B	LA B	LA B	LA B	LA C	LA C	LA C	LA C	LA C
		3 hours per week														
9	IT Project Management	90	INT	LA B	LA B	LA B	INT	INT	LA C	LA C	LA C	LA C	LA C	LA C	LA C	LA C
		3 hours per week														
16	Digital 2D and 3D Graphics	60	INT	INT	INT	LA B	LA B	LA B	LA B	LA B	LA B	LA C	LA C	LA C	LA C	LA C
		2 hours per week														
18	The Internet of Things	60	INT	LA B	LA B	LA B	LA B	LA B	LA B	LA B	LA C	LA C	LA C	LA C	LA C	LA C
		2 hours per week														
19	Enterprise in IT	60	INT	LA B	LA B	LA B	LA B	LA B	LA B	INT	INT	LA C	LA C	LA C	LA C	LA C
		2 hours per week														

				YEAR 2 TERM 3												
Unit	**Unit title**	**Guided learning hours**	**Assessment method**	**Week 27**	**Week 28**	**Week 29**	**Week 30**	**Week 31**	**Week 32**	**Week 33**	**Week 34**	**Week 35**	**Week 36**	**Week 37**	**Week 38**	**Week 39**
11	Cyber Security and Incident Management	120	INT SET	LA C	LA C	SA	SA									
		4 hours per week														
15	Cloud Storage and Collaboration Tools	60	INT	LA C	LA C	INT	INT									
		2 hours per week														
2	Creating Systems to Manage Information	90	INT	LA C	LA C	INT	INT									
		3 hours per week														
9	IT Project Management	90	INT	LA C	LA C	INT	INT									
		3 hours per week														
16	Digital 2D and 3D Graphics	60	INT	LA C	LA C	INT	INT									
		2 hours per week														
18	The Internet of Things	60	INT	LA C	LA C	INT	INT									
		2 hours per week														
19	Enterprise in IT	60	INT	LA C	LA C	INT	INT									
		2 hours per week														

Section 3a: Sample two-year plan – Detailed rationale (Extended Diploma)

Overview

The Level 3 Extended Diploma in Information Technology suggests 1080 guided learning hours (GLH). It comprises 3 mandatory units and 11 optional units. Three of the mandatory units are internally assessed, using a Pearson Set Assignment. The optional units are all internally assessed via centre-designed assignments or the Authorised Assignment Briefs.

The qualification structure identifies the mandatory and optional units, and this information is also listed in the qualification specification. To achieve any qualification grade, learners must complete and have an outcome (D, M, P or U) for all units within a valid combination for the size of the award. For the Extended Diploma in Information Technology, learners must pass all mandatory units, along with 780 GLH from the optional units. This means that learners could attain a U grade in one of the optional units and still achieve a passing grade overall, depending on their other results. Please see pages 307–318 of the specification for more details about compensation and grading.

The Sample Delivery Plan is based on the qualification being delivered over two years, with lesson times totalling 18 hours per week.

If your centre is subject to standards verification, your Standards Verifier will confirm sampling arrangements with you in order to meet the first sampling deadline of the end of May. The Sample Delivery Plan ensures that *Unit 6: Website Development* and *Unit 7: Mobile Apps Development* will be available for first sampling in year one. All other units will be completed in time for the end of June, which is the second sampling deadline (should this be required). It is important that you have at least one completed unit ready for standards verification to take place by the end of May.

Involving employers in the assessment/delivery

There is no compulsory requirement for a work experience placement within the qualification. All units lend themselves to a range of IT industry employer involvement – for example, in the form of an educational visit, guest speaker, focus group or case study.

Which units are assessed by Pearson Set Assignments?

Units 1, 6 and 11 will be assessed by Pearson Set Assignments. The assignments will be available from October. The assignments can be taken at any time in the year. The evidence can be resubmitted once. Any re-sit learners must re-sit a new assignment.

Internal mandatory units

Unit 1: Information Technology Systems – Strategy, Management and Infrastructure. Learners study the role of computer systems, and the implications of their use in personal and professional situations.

Unit 6: Website Development. Learners investigate website development principles. They will design and develop a website, using scripting languages.

Unit 11: Cyber Security and Incident Management. Learners study cyber security threats and vulnerabilities, the methods used to protect systems against threats, and how to plan for and manage security incidents.

Suggestions for which units to teach in year 1

Unit 1: Information Technology Systems – Strategy, Management and Infrastructure. As this is an introductory unit that links to all other units in the qualification, it is best delivered at the beginning of the learners' studies in order to give a sound foundation on which to build further knowledge and understanding. This is a mandatory unit that is assessed internally via a Pearson Set Assignment.

Unit 6: Website Development. This is a mandatory unit that is assessed internally via a Pearson Set Assignment. Delivery should include the internal assessment activities.

Unit 3: Using Social Media in Business. This optional unit is internally assessed via a centre-devised assignment or using the Authorised Assignment Brief for this unit. This unit has been scheduled for delivery towards the beginning of the course and will complete before the assessment is required for *Unit 4: Programming*.

Unit 4: Programming. This optional unit is internally assessed via a centre-devised assignment or using the Authorised Assignment Brief for this unit. This unit has been scheduled for delivery towards the beginning of the course. This is in order to avoid clustering of assessment.

Unit 5: Data Modelling. This optional unit is internally assessed via a centre-devised assignment or using the Authorised Assignment Brief for this unit. The data modelling unit is particularly useful in helping learners to understand how modelling is used to help predict and ensure the successful development of computer systems.

Unit 7: Mobile Apps Development. This optional unit is internally assessed via a centre-devised assignment or using the Authorised Assignment Brief for this unit. Apps development gives learners the opportunity to develop skills in a field that requires understanding of both graphical user interfaces and programming interfaces. The unit allows for a lot of inclusive examples that are relevant to the learners.

Unit 12: IT Technical Support and Management. This optional unit is internally assessed via a centre-devised assignment or using the Authorised Assignment Brief for this unit. This unit gives learners the foundations of skills that are highly desirable in industry. This unit gives learners the knowledge required to enter the field of IT technical support or progress to courses with similar content.

Suggestions for which units to teach in year 2

Unit 11: Cyber Security and Incident Management. This is a mandatory unit that is assessed internally via a Pearson Set Assignment. This unit gives learners an opportunity to develop skills in a highly desirable and highly employable field.

Unit 15: Cloud Storage and Collaboration Tools. This optional unit is internally assessed via a centre-devised assignment or using the Authorised Assignment Brief for this unit. The unit helps learners to develop skills in the rapidly developing field of cloud storage and collaboration. It gives scope to look at low-level collaboration all the way up to deployment of large-scale cloud services for organisations.

Unit 16: Digital 2D and 3D Graphics. This optional unit is internally assessed via a centre-devised assignment or using the Authorised Assignment Brief for this unit. This unit will give learners the knowledge and skills to be able to research, design and develop a range of 2D and 3D graphics for a range of purposes.

Unit 2: Creating Systems to Manage Information. This optional unit is internally assessed via a centre-devised assignment or using the Authorised Assignment Brief for this unit. This unit gives learners the ability to explore the features of systems, as well as to be able to analyse a set scenario in order to develop a system for a specific purpose.

Unit 9: IT Project Management. This optional unit is internally assessed via a centre-devised assignment or using the Authorised Assignment Brief for this unit. This unit allows learners to develop the skills required to promote and manage large-scale IT projects. The unit is particularly useful in the second year as learners are able to look at projects that relate to a large amount of the content they have covered.

Unit 18: The Internet of Things. This optional unit is internally assessed via a centre-devised assignment or using the Authorised Assignment Brief for this unit. The unit allows learners to explore the world of interconnected technologies that allow modern society to function.

Unit 19: Enterprise in IT. This optional unit is internally assessed via a centre-devised assignment or using the Authorised Assignment Brief for this unit. Like many other parts of this course, the unit allows learners the opportunity to explore the entrepreneurial side of developing their IT skills. This could be an opportunity for learners to explore how their skills have developed throughout the course, and how these skills may be marketed.

NB: internally assessed units can be sampled only when all learners have completed the unit, and when resubmissions have occurred, been assessed and internally verified. All units must be available for first sampling and reporting to have occurred by the appropriate deadline in the year of certification.

Section 2b: Sample two-year plan – delivery chart – Extended Diploma Pathway (Software Developer)

This plan is intended to be used as guidance.

Key
LA = learning aim
INT = internal assessment
CSR = case study research
SA = summative assessment

				YEAR 1 TERM 1												
Unit	**Unit title**	**Guided learning hours**	**Assessment method**	**Week 1**	**Week 2**	**Week 3**	**Week 4**	**Week 5**	**Week 6**	**Week 7**	**Week 8**	**Week 9**	**Week 10**	**Week 11**	**Week 12**	**Week 13**
1	Information Technology Systems – Strategy, Management and Infrastructure	120	INT SET	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A
		4 hours per week														
6	Website Development	60	INT SET	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA B	LA B	LA B	LA B	LA B
		2 hours per week														
2	Creating Systems to Manage Information	90	INT	LA A	LA A	LA A	LA A	LA A	LA A	INT	INT	LA B	LA B	LA B	LA B	LA B
		3 hours per week														
4	Programming	90	INT	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	INT	INT
		3 hours per week														
5	Data Modelling	60	INT	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	INT	INT	LA B	LA B
		2 hours per week														
7	Mobile Apps Development	60	INT	LA A	LA A	LA A	LA A	INT	INT	LA B	LA B	LA B	LA B	LAB	LA B	LA B
		2 hours per week														

26	Fundamentals for Computing Professionals	60	INT	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	INT
		2 hours per week															

				YEAR 1 TERM 2												
Unit	**Unit title**	**Guided learning hours**	**Assessment method**	**Week 14**	**Week 15**	**Week 16**	**Week 17**	**Week 18**	**Week 19**	**Week 20**	**Week 21**	**Week 22**	**Week 23**	**Week 24**	**Week 25**	**Week 26**
1	Information Technology Systems – Strategy, Management and Infrastructure	120	INT SET	LA A	LA A	LA B	LA B	LA B	LA B	LA B	LA B	LA B	LA C	LA C	LA C	LA C
		4 hours per week														
6	Website Development	60	INT SET	LA B	LA B	LA B	LA B	LA B	LA B	LA B	LA B	LAC	LA C	LA C	LA C	LA C
		2 hours per week														
2	Creating Systems to Manage Information	90	INT	LA B	LA B	LA B	LA B	LA B	LA B	LA B	LA C	LA C	LA C	LA C	LA C	LA C
		3 hours per week														
4	Programming	90	INT	LA B	LA B	LA B	LA B	LA B	LA B	LA B	LA B	LA B	LA B	LA C	LA C	LA C
		3 hours per week														
5	Data Modelling	60	INT	LA B	LA B	LA B	LA B	LA B	LA B	LA B	LA B	LA B	LA B	LA C	LA C	LA C
		2 hours per week														
7	Mobile Apps Development	60	INT	LA B	LA B	LA B	INT	INT	LA C	LA C	LA C	LA C	LA C	LA C	LA C	LA C
		2 hours per week														

26	Fundamentals for Computing Professionals	60	INT	INT	LA B	LA B	LA B	LA B	LA B	INT	INT	LA C	LA C	LA C	LA C	LA C
		2 hours per week														

				YEAR 1 TERM 3												
Unit	**Unit title**	**Guided learning hours**	**Assessment method**	**Week 27**	**Week 28**	**Week 29**	**Week 30**	**Week 31**	**Week 32**	**Week 33**	**Week 34**	**Week 35**	**Week 36**	**Week 37**	**Week 38**	**Week 39**
1	Information Technology Systems – Strategy, Management and Infrastructure	120	INT SET	LA C	LA C	SA	SA									
		4 hours per week														
6	Website Development	60	INT SET	LA C	LA C	SA	SA									
		2 hours per week														
2	Creating Systems to Manage Information	90	INT	LA C	LA C	INT	INT									
		3 hours per week														
4	Programming	90	INT	LA C	LA C	INT	INT									
		3 hours per week														
5	Data Modelling	60	INT	LA C	LA C	INT	INT									
		2 hours per week														
7	Mobile Apps Development	60	INT	LA C	LA C	INT	INT									

		2 hours per week														
26	Fundamentals for Computing Professionals	60	INT	INT	LA C	INT	INT									
		2 hours per week														

Key
LA = learning aim
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				YEAR 2 TERM 1												
Unit	**Unit title**	**Guided learning hours**	**Assessment method**	**Week 1**	**Week 2**	**Week 3**	**Week 4**	**Week 5**	**Week 6**	**Week 7**	**Week 8**	**Week 9**	**Week 10**	**Week 11**	**Week 12**	**Week 13**
11	Cyber Security and Incident Management	120	INT SET	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A
		4 hours per week														
27	Software Development Project	120	INT	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	INT	INT
		4 hours per week														
13	Software Testing	60	INT	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	INT	INT	LA B	LA B	LA B
		2 hours per week														
21	Introduction to AI and Machine Learning	60	INT	LA A	LA A	LA A	LA A	LA A	INT	INT	LA B	LA B	LA B	LA B	LA B	LA B
		2 hours per week														
28	Customer relationship Management	60	INT	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A
		2 hours per week														
22	Introduction to Robotics and Automation	60	INT	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	INT	INT	LA B	LA B
		2 hours per week														

16	Digital 2D and 3D Graphics	60	INT	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	LA A	INT	INT
		2 hours per week														

				YEAR 2 TERM 2												
Unit	**Unit title**	**Guided learning hours**	**Assessment method**	**Week 14**	**Week 15**	**Week 16**	**Week 17**	**Week 18**	**Week 19**	**Week 20**	**Week 21**	**Week 22**	**Week 23**	**Week 24**	**Week 25**	**Week 26**
11	Cyber Security and Incident Management	120	INT SET	LA A	LA A	LA A	LA A	LA A	LA A	LA B	LA B	LA B	LA B	LA B	LA C	LA C
		4 hours per week														
27	Software Development Project	120	INT	LA B	LA B	LA B	LA B	LA B	LA B	LA B	LA C	LA C	LA C	LA C	LA C	LA C
		4 hours per week														
13	Software Testing	60	INT	LA B	LA B	LA B	LA B	LA B	LA B	LA B	LA B	LA C	LA C	LA C	LA C	LA C
		2 hours per week														
21	Introduction to AI and Machine Learning	60	INT	LA B	LA B	LA B	INT	INT	LA C	LA C	LA C	LA C	LA C	LA C	LA C	LA C
		2 hours per week														
28	Customer relationship Management	60	INT	INT	INT	LA B	LA B	LA B	LA B	LA B	LA B	LA C	LA C	LA C	LA C	LA C
		2 hours per week														
22	Introduction to Robotics and Automation	60	INT	LA B	LA B	LA B	LA B	LA B	LA B	LA B	LA C	LA C	LA C	LA C	LA C	LA C
		2 hours per week														
16	Digital 2D and 3D Graphics	60	INT	LA B	LA B	LA B	LA B	LA B	LA B	INT	INT	LA C	LA C	LA C	LA C	LA C
		2 hours per week														

				YEAR 2 TERM 3												
Unit	**Unit title**	**Guided learning hours**	**Assessment method**	**Week 27**	**Week 28**	**Week 29**	**Week 30**	**Week 31**	**Week 32**	**Week 33**	**Week 34**	**Week 35**	**Week 36**	**Week 37**	**Week 38**	**Week 39**
11	Cyber Security and Incident Management	120	INT SET	LA C	LA C	SA	SA									
		4 hours per week														
27	Software Development Project	120	INT	LA C	LA C	INT	INT									
		4 hours per week														
13	Software Testing	60	INT	LA C	LA C	INT	INT									
		2 hours per week														
21	Introduction to Artificial Intelligence (AI)	60	INT	LA C	LA C	INT	INT									
		2 hours per week														
28	Customer relationship Management (CRM)	60	INT	LA C	LA C	INT	INT									
		2 hours per week														
22	Introduction to Robotics and Automation	60	INT	LA C	LA C	INT	INT									
		2 hours per week														
16	Digital 2D and 3D Graphics	60	INT	LA C	LA C	INT	INT									
		2 hours per week														

Section 3a: Sample two-year plan – detailed rationale (Extended Diploma)

Overview

The Level 3 Extended Diploma Pathway (software developer) suggests 1080 guided learning hours (GLH). It comprises 8 mandatory units and 4 optional units. Three of the mandatory units are internally assessed, using a Pearson Set Assignment. The optional units are all internally assessed via centre-designed assignments or the Authorised Assignment Briefs.

The qualification structure identifies the mandatory and optional units, and this information is also listed in the qualification specification. To achieve any qualification grade, learners must complete and have an outcome (D, M, P or U) for all units within a valid combination for the size of the award. For the Extended Diploma in Information Technology, learners must pass all mandatory units, along with 240 GLH from the optional units. Please see the specification for more details about compensation and grading.

The Sample Delivery Plan is based on the qualification being delivered over two years, with lesson times totalling 18 hours per week.

If your centre is subject to standards verification, your Standards Verifier will confirm sampling arrangements with you in order to meet the first sampling deadline of the end of May. The Sample Delivery Plan ensures that *Unit 6: Website Development, Unit 7: Mobile Apps Development and Unit 26 Fundamentals for Computing Professionals* will be available for first sampling in year one. All other units will be completed in time for the end of June, which is the second sampling deadline (should this be required). It is important that you have at least one completed unit ready for standards verification to take place by the end of May.

Involving employers in the assessment/delivery

There is no compulsory requirement for a work experience placement within the qualification. All units lend themselves to a range of IT industry employer involvement – for example, in the form of an educational visit, guest speaker, focus group or case study.

Which units are assessed by Pearson Set Assignments?

Units 1, 6 and 11 will be assessed by Pearson Set Assignments. The assignments will be available from October. The assignments can be taken at any time in the year. The evidence can be resubmitted once. Any re-sit learners must re-sit a new assignment.

Internal mandatory units

Unit 1: Information Technology Systems – Strategy, Management and Infrastructure. Learners study the role of computer systems, and the implications of their use in personal and professional situations.

Unit 6: Website Development. Learners investigate website development principles. They will design and develop a website, using scripting languages.

Unit 11: Cyber Security and Incident Management. Learners study cyber security threats and vulnerabilities, the methods used to protect systems against threats, and how to plan for and manage security incidents.

Suggestions for which units to teach in year 1

Unit 1: Information Technology Systems – Strategy, Management and Infrastructure. As this is an introductory unit that links to all other units in the qualification, it is best delivered at the beginning of the learners' studies in order to give a sound foundation on which to build further knowledge and understanding. This is a mandatory unit that is assessed internally via a Pearson Set Assignment.

Unit 6: Website Development. This is a mandatory unit that is assessed internally via a Pearson Set Assignment. Delivery should include the internal assessment activities.

Unit 4: Programming. This optional unit is internally assessed via a centre-devised assignment or using the Authorised Assignment Brief for this unit. This unit has been scheduled for delivery towards the beginning of the course. This is in order to avoid clustering of assessment.

Unit 5: Data Modelling. This optional unit is internally assessed via a centre-devised assignment or using the Authorised Assignment Brief for this unit. The data modelling unit is particularly useful in helping learners to understand how modelling is used to help predict and ensure the successful development of computer systems.

Unit 7: Mobile Apps Development. This optional unit is internally assessed via a centre-devised assignment or using the Authorised Assignment Brief for this unit. Apps development gives learners the opportunity to develop skills in a field that requires understanding of both graphical user interfaces and programming interfaces. The unit allows for a lot of inclusive examples that are relevant to the learners.

Unit 2: Creating Systems to Manage Information. This optional unit is internally assessed via a centre-devised assignment or using the Authorised Assignment Brief for this unit. This unit gives learners the ability to explore the features of systems, as well as to be able to analyse a set scenario in order to develop a system for a specific purpose. Developing understating of databases in Year 1 prepares the learners for consideration of back-end processes in Year 2.

Unit 26: Fundamentals for Computing Professionals. This optional unit is internally assessed via a centre-devised assignment or using the Authorised Assignment Brief for this unit. This unit providers core, underpinning knowledge skills and behaviours required to progress in the course and make them effective members of an IT workplace

Suggestions for which units to teach in year 2

Unit 11: Cyber Security and Incident Management. This is a mandatory unit that is assessed internally via a Pearson Set Assignment. This unit gives learners an opportunity to develop skills in a highly desirable and highly employable field.

Unit 27: Software Development Project. This optional unit is internally assessed via a centre-devised assignment or using the Authorised Assignment Brief for this unit. The unit helps learners to develop and apply software development skills to produce a substantial computing solution that uses front-end and back-end processes.

Unit 16: Digital 2D and 3D Graphics. This optional unit is internally assessed via a centre-devised assignment or using the Authorised Assignment Brief for this unit. This unit will give learners the knowledge and skills to be able to research, design and develop a range of 2D and 3D graphics for a range of purposes. This provides valuable supplementary skills that support software development particular in relation to user interfaces and assets for solutions.

Unit 13: Software Testing. This optional unit is internally assessed via a centre-devised assignment or using the Authorised Assignment Brief for this unit. The unit allows learners to explore a skills and methodologies for testing computer software, which is a core skill for software developers.

Unit 21: Introduction to Artificial Intelligence (AI). This optional unit is internally assessed via a centre-devised assignment or using the Authorised Assignment Brief for this unit. This is an emerging and rapidly developing area of IT This unit gives learners an opportunity to develop skills in a highly desirable and highly employable field

Unit 22: Introduction to Robotics and Automation. This optional unit is internally assessed via a centre-devised assignment or using the Authorised Assignment Brief for this unit. This is an emerging and rapidly developing area of IT This unit gives learners an opportunity to develop skills in a highly desirable and highly employable field

Unit 28: Customer Relationship Management (CRM). This optional unit is internally assessed via a centre-devised assignment or using the Authorised Assignment Brief for this unit. This unit allows learners to explore increasingly sort after skills. Learners will explore ways that computer systems can be used to engage with and meet the needs of stakeholders.

NB: internally assessed units can be sampled only when all learners have completed the unit, and when resubmissions have occurred, been assessed and internally verified. All units must be available for first sampling and reporting to have occurred by the appropriate deadline in the year of certification.