BTEC International Level 3 - **Information Technology** - Content Mapping

Unit titles with an asterisk (*) apply to the **India only** specification.

2010 QCF Unit		International BTEC Level 3 unit to which 2010 unit relates	Areas of content in the 2010 unit not covered in the international unit	
No.	**Title**			
1	**Communication and Employability Skills for IT**	**Partially covered in:** **Unit 26 Fundamentals for computing professionals*** B1 Working in a team		
2	**Computer Systems**	**Partially covered in:** **Unit 12 IT Technical Support and Management** B2 Routine support activities B3 System management and implementation activities B4 Performance of IT systems	**Not covered:** L01 Understand the components of computer systems L02 Be able to recommend computer systems for a business purpose	
3	**Information Systems**	**Partially covered in:** **Unit 1 Information Technology Systems – Strategy, Management and Infrastructure** B1 Data and information in an organisation B3 Using and manipulating data C4 Legal issues	**Not covered:** L03 Know the features and functions of information systems L04 Be able to use IT tools to produce management information	
4	**Impact of the use of IT on Business systems**	**None**		

2010 QCF Unit		International BTEC Level 3 unit to which 2010 unit relates	Areas of content in the 2010 unit not covered in the international unit
No.	Title		
5	Managing Networks	**Partially covered in:** **Unit 11 Cyber Security and Incident Management** B1 Network types B2 Network components B3 Networking infrastructure services and resources	**Not covered:** L02 Understand network management functions L03 Be able to carry out network management activities - Regular maintenance activities - Tools - Documentation - Configuration options
6	Software Design and Development	**Fully covered in:** **Unit 4 Programming** A3 Features and characteristics of programming languages A4 Constructs and techniques and their implementation in different programming languages B1 Software development lifecycle B2 Software solutions design	
7	Organisational systems Security	**Fully covered in:** **Unit 11 Cyber Security and Incident Management** A1 Cyber security threats A2 System vulnerabilities A3 Legal responsibilities A4 Physical security measures A5 Software and hardware security measures	
8	e-Commerce	**None**	

Pearson | BTEC

2010 QCF Unit		International BTEC Level 3 unit to which 2010 unit relates	Areas of content in the 2010 unit not covered in the international unit
No.	Title		
9	**Computer Networks**	**Partially covered in:** **Unit 11 Cyber Security and Incident Management** B1 Network types B2 Network components B3 Networking infrastructure services and resources **Unit 24 Technical Fundamentals for Computing Professionals** C3 Data communication C4 Network Design **Unit 26 Fundamentals for Computing Professionals*** C3 Data communication C4 Network Design	**Not covered:** L03 Know the services provided by network systems L04 Be able to make networked systems secure
10	**Communication Technologies**	**Partially covered in:** **Unit 11 Cyber Security and Incident Management** B1 Network types B2 Network components B3 Networking infrastructure services and resources	**Not covered:** L02 Know the main elements of data communications systems L03 Be able to implement different forms of network communications

2010 QCF Unit		International BTEC Level 3 unit to which 2010 unit relates	Areas of content in the 2010 unit not covered in the international unit
No.	Title		

11	**Systems Analysis and Design**	**Partially covered in:**
		
		Unit 9 IT Project Management
		
		A2 Characteristics of project management methodologies
		B3 Project requirements
			Not covered:
			
			L01 Understand the principles of systems analysis and design
			      - Key drivers
			      - Structured analysis
			L02 Be able to carry out a structured analysis of business systems requirements
			L03 Be able to design business systems solutions

12	**IT Technical Support**	**Fully covered in:** **Unit 12 IT Technical Support and Management** A1 Purpose and nature of IT systems support and management A2 Safe working practices in IT support and management B1 Management of user support requests B2 Routine support activities B5 Personal behaviours	

2010 QCF Unit		International BTEC Level 3 unit to which 2010 unit relates	Areas of content in the 2010 unit not covered in the international unit
No.	Title		
13	**IT Systems Troubleshooting and Repair**	**Fully covered in:** **Unit 12 IT Technical Support and Management** A1 Purpose and nature of IT systems support and management A2 Safe working practices in IT support and management B1 Management of user support requests B2 Routine support activities B3 System management and implementation activities B4 Performance of IT systems	
14	**Event Driven Programming**	**Fully covered in:** **Unit 4 Programming** A3 Features and characteristics of programming languages A4 Constructs and techniques and their implementation in different programming languages B1 Software development lifecycle B2 Software solutions design C1 Software solutions development C2 Test software solutions C4 Review of software solutions	

2010 QCF Unit		International BTEC Level 3 unit to which 2010 unit relates	Areas of content in the 2010 unit not covered in the international unit
No.	Title		
15	**Object Oriented Programming**	**Fully covered in:** **Unit 4 Programming** A3 Features and characteristics of programming languages A4 Constructs and techniques and their implementation in different programming languages B1 Software development lifecycle B2 Software solutions design C1 Software solutions development C2 Test software solutions C4 Review of software solutions	
16	**Procedural Programming**	**Fully covered in:** **Unit 4 Programming** A3 Features and characteristics of programming languages A4 Constructs and techniques and their implementation in different programming languages B1 Software development lifecycle B2 Software solutions design C1 Software solutions development C2 Test software solutions C4 Review of software solutions	

2010 QCF Unit		International BTEC Level 3 unit to which 2010 unit relates	Areas of content in the 2010 unit not covered in the international unit
No.	Title		
17	**Project Planning with IT**	**Fully covered in:** **Unit 9 IT Project Management** A1 Project definitions A2 Characteristics of project management methodologies A3 Project management structures B1 Project idea generation and solution creation B2 Feasibility study B3 Project requirements C1 Project phasing C2 Typical project management processes D1 Lessons learned from implementing an IT project	
18	**Database Design**	**Fully covered in:** **Unit 2 Creating Systems to Manage Information** A3 Normalisation B1 Relational database design B2 Design documentation C1 Producing a database solution C2 Testing and refining a database solution C4 Evaluation of a database solution	
19	**Computer Systems Architecture**	**Partially covered in:** **Unit 24 Technical Fundamentals for Computing Professionals** C1 Computer systems architecture C2 Memory and storage **Unit 26 Fundamentals for Computing Professionals*** C1 Computer systems architecture C2 Memory and storage	

2010 QCF Unit		International BTEC Level 3 unit to which 2010 unit relates	Areas of content in the 2010 unit not covered in the international unit
No.	Title		
20	**Client-Side Customisation of web pages**	**Fully covered in:** **Unit 6 Website Development** B1 Website design B2 Common tools and techniques used to produce websites C1 Client-side scripting languages C2 Website development C3 Website review C4 Website optimisation	
21	**Data analysis and design**	**Partially covered in:** **Unit 2 Creating Systems to Manage Information** A3 Normalisation B1 Relational database design C1 Producing a database solution C2 Testing and refining a database solution	**Not covered:** L03 Be able to produce logical data models
22	**Developing computer games**	**Fully covered in:** **Unit 8 Computer Games Development** A1 Social trends in computer gaming A2 Technologies used in computer gaming B1 Computer games design processes and techniques B2 Design documentation B3 Reviewing and refining designs C1 Principles of computer games development C2 Developing computer games C3 Testing computer games C4 Reviewing computer games	

2010 QCF Unit		International BTEC Level 3 unit to which 2010 unit relates	Areas of content in the 2010 unit not covered in the international unit
No.	Title		
23	**Human Computer Interaction**	**Partially covered in:** **Unit 25 Full Stack Development** C2 Developing high quality software solutions **Unit 27 Software Development Project*** C2 Developing high quality software solutions	
24	**Controlling systems using IT**	**Fully covered in** **Unit 21 Introduction to Robotics and Automation** A1 Robotics and automation fundamentals A2 Uses and applications of robotics and automation C1 Coding and connecting an automated solution C2 Testing an automated solution	
25	**Maintaining computer systems**	**Partially covered in:** **Unit 12 IT Technical Support and Management** A2 Safe working practices in IT support and management B2 Routine support activities B3 Systems management and implementation activities B4 Performance of IT systems	**Not covered:** L01 Understand the organisational issues related to computer system maintenance L02 Know how to plan computer system maintenance
26	**Mathematics for IT Practitioners**	**None**	

2010 QCF Unit		International BTEC Level 3 unit to which 2010 unit relates	Areas of content in the 2010 unit not covered in the international unit
No.	Title		
27	Web server scripting	**Partially covered in:** **Unit 25 Full stack programming** A1 Concepts of Full Stack development C1 Creating software solutions	
28	Website production	**Fully covered in:** **Unit 6 Website Development** A1 Purpose and principles of website products A2 Factors affecting website performance B1 Website design B2 Common tools and techniques used to produce websites C1 Client-side scripting languages C2 Website development C3 Website review C4 Website optimisation	
29	Installing and upgrading software	**None**	

2010 QCF Unit		International BTEC Level 3 unit to which 2010 unit relates	Areas of content in the 2010 unit not covered in the international unit
No.	Title		
30	Digital graphics	**Fully covered in:** **Unit 16 2D and 3D Digital Graphics** A1　Purpose of and legal requirements for digital graphics A2　Representation and applications of 2D and 3D digital graphics A3　Hardware and software tools for digital graphics B1　Planning digital graphics B2　Design documentation for digital graphics B3　Digital graphics processing and techniques B4　Reviewing and refining designs C1　Tools and techniques for developing digital graphics C2　Reviewing the final 2D and 3D digital graphics products C3　Professional behaviours	
31	Computer animation	**Fully covered in:** **Unit 17 Digital Animation and Effects** A1　Purpose of and legal requirements for digital animations and effects A2　Techniques for and principles of creating digital animations A3　Principles of creating digital effects A4　Hardware and software tools for digital animations and effects B1　Planning products incorporating digital animations and effects B2　Design documentation for digital animations and effects products B3　Reviewing and refining designs for animations and effects C1　Tools and techniques for digital animations and effects C2　Creating a digital animation and effects product C3　Testing animations and effects C4　Reviewing the final digital animation and effects product	

Pearson | BTEC

2010 QCF Unit		International BTEC Level 3 unit to which 2010 unit relates	Areas of content in the 2010 unit not covered in the international unit
No.	Title		
32	Networked systems security	**Fully covered in:** **Unit 11 Cyber Security and Incident Management** A1 Cyber security threats A2 System vulnerabilities A3 Legal responsibilities A4 Physical security measure A5 Software and hardware security measures B1 Network types B2 Network components B3 Networking infrastructure services and resources C1 Assessment of computer system vulnerabilities C3 A cyber security plan for a system	
33	Supporting business activity	**None**	
34	Business Resources	**None**	
35	Digital graphics for Interactive media	**Fully covered in:** **Unit 16 2D and 3D Digital Graphics** A1 Purpose of and legal requirements for digital graphics A2 Representation and applications of 2D and 3D digital graphics A3 Hardware and software tools for digital graphics B1 Planning digital graphics B2 Design documentation for digital graphics B3 Digital graphics processing and techniques B4 Reviewing and refining designs C1 Tools and techniques for developing digital graphics C2 Reviewing the final 2D and 3D digital graphics products C3 Professional behaviours	

2010 QCF Unit		International BTEC Level 3 unit to which 2010 unit relates	Areas of content in the 2010 unit not covered in the international unit
No.	Title		
36	**Computer game platforms and technologies**	**Partially covered in:** **Unit 8 Computer Games Development** A1 Social trends in computer gaming A2 Technologies used in computer gaming	**Not covered:** L02 Understand hardware technologies for game platforms L03 Understand software technologies for game platforms L04 Be able to connect and configure platforms and devices to enable gameplay
37	**2D animation production**	**Fully covered in:** **Unit 17 Digital Animation and Effects** A1 Purpose of and legal requirements for digital animations and effects A2 Techniques for and principles of creating digital animations A3 Principles of creating digital effects A4 Hardware and software tools for digital animations and effects B1 Planning products incorporating digital animations and effects B2 Design documentation for digital animations and effects products B3 Reviewing and refining designs for animations and effects C1 Tools and techniques for digital animations and effects C2 Creating a digital animation and effects product C3 Testing animations and effects C4 Reviewing the final digital animation and effects product	
38	**Interactive media authoring**	**None**	

2010 QCF Unit		International BTEC Level 3 unit to which 2010 unit relates	Areas of content in the 2010 unit not covered in the international unit
No.	**Title**		
39	**Web animation for interactive media**	**Fully covered in:** **Unit 17 Digital Animation and Effects** A1 Purpose of and legal requirements for digital animations and effects A2 Techniques for and principles of creating digital animations A3 Principles of creating digital effects A4 Hardware and software tools for digital animations and effects B1 Planning products incorporating digital animations and effects B2 Design documentation for digital animations and effects products B3 Reviewing and refining designs for animations and effects C1 Tools and techniques for digital animations and effects C2 Creating a digital animation and effects product C3 Testing animations and effects C4 Reviewing the final digital animation and effects product	
40	**Computer game design**	**Fully covered in:** **Unit 8 Computer Games Development** A1 Social trends in computer gaming A2 Technologies used in computer gaming B1 Computer games design processes and techniques B2 Design documentation B3 Reviewing and refining designs	
41	**3D modelling**	**None**	

2010 QCF Unit		International BTEC Level 3 unit to which 2010 unit relates	Areas of content in the 2010 unit not covered in the international unit
No.	Title		
42	**Spreadsheet modelling**	**Fully covered in:** **Unit 5 Data Modelling** A1 Stages in the decision-making process A2 Spreadsheet features used to support data modelling A3 Using data modelling to consider alternatives A4 Evaluating models A5 Documenting and justifying decisions B1 Functional specification B2 Spreadsheet model design B3 Reviewing and refining data model designs C1 Developing a data model solution C2 Testing the data model solution C3 Reviewing and refining the data model solution	
43	**Multimedia design**	**None**	

BTEC International Level 3 units not mappable to QCF qualification

International Unit Number	International Unit Name
3	Using Social Media in Business
7	Mobile Apps Development
10	Big Data and Business Analytics
13	Software Testing
14	Customising and Integrating Applications
18	The Internet of Things
19	Enterprise in IT
20	Business Process Modelling Tools
21	Introduction to Artificial Intelligence (AI)
23	Emerging Trends and Technologies
28	Customer Relationship Management (CRM)

Pearson | BTEC