

## MODULES/UNITS

### UNIT 1 - COMMUNICATION AND EMPLOYABILITY SKILLS FOR THE IT INDUSTRY

This unit focuses on 'soft' skills and therefore has little technical IT content. However it sets the scene for the qualities needed for you to be an IT worker and to do well in this course.

### UNIT 2 - COMPUTER SYSTEMS

The aim of this unit is to enable you to understand, set up and maintain the components of computer systems and develop the skills needed to recommend appropriate systems for business.

### UNIT 30 - DIGITAL GRAPHICS

This unit aims to enable learners to understand different types of digital graphics images and file formats and to be able to create, edit, modify and manipulate digital images of various types and complexity.

### UNIT 40 - COMPUTER GAME DESIGN

The aim of this unit is to provide learners with an understanding of the underlying principles of game design. Learners will examine visual style and gameplay present in games by undertaking structured gameplay. They will generate game design ideas and learn about and prepare initial formal documentation to communicate these ideas.

### BUSINESS OPTION UNIT

UNIT 34 – BUSINESS RESOURCES (BUSINESS STUDENTS HAVE COMPLETED THIS UNIT IN YEAR 12, BUSINESS)

## OPTIONAL UNITS

### UNIT 13 - NETWORKING

The aim of this unit is to enable learners to develop the skills to troubleshoot, find appropriate remedies and repair a range of hardware and software faults in computer systems. The unit will also ensure learners understand how organisational policies can affect troubleshooting activities.

### UNIT 22 - DEVELOPING A COMPUTER GAME

The aim of this unit is to ensure learners know about different types of computer game, understand the impact gaming has on society and are able to design, develop, test and document computer games.

### UNIT 28 - WEBSITE PRODUCTION

The aim of this unit is to enable a learner to understand web architecture and the factors that affect its performance and to be able to design and create interactive websites.

### UNIT 31 - COMPUTER ANIMATION

The aim of this unit is to ensure learners understand types of animation and their uses and develop the knowledge and skills required to use software techniques to design and implement different types of animation.

### UNIT 42 - SPREADSHEET DESIGN

This unit aims to enable learners to use complex spreadsheet modelling in order to support organisational activities such as credit control, sales forecasting and stock analysis.

## PROJECTS/SCHEME OF WORK/TOPICS

## DURING

UNIT 1 - COMMUNICATION AND EMPLOYABILITY SKILLS FOR THE IT INDUSTRY (COMPULSORY)	AUTUMN TERM YEAR 1
UNIT 2 - COMPUTER SYSTEMS (COMPULSORY)	SPRING TERM YEAR 1
UNIT 40 - GAME DESIGN	SUMMER TERM YEAR 1
UNIT 2 - COMPLETION OF ASSIGNMENT 3 UNIT 30 - DIGITAL GRAPHICS	AUTUMN YEAR 2
OPTIONAL UNIT (13/22/28/31/34/42)	SPRING TERM YEAR 2
OPTIONAL UNIT (13/22/28/31/34/42)	SUMMER TERM YEAR 2
END OF YEAR REVIEW	SUMMER TERM YEAR 2

## OTHER INFORMATION

This course is intended to be run for 2 years, at the end of which students should qualify for a BTEC Subsidiary Diploma in IT at Level 3.

**These units must be completed and assessed by the end of May of the 2nd year of the course.**

All resources are available on the schools intranet and will be available on SAM-e Online Learning.

**EDEXCEL specification:** <http://www.edexcel.com/quals/nationals10/it/Pages/default.aspx>

**Text Books:** ISBN-13: 978-1846909283 & ISBN-13: 978-1846909290