21st century qualifications for a digital generation

UNIT 1: Living in a Digital World
In this unit, students explore how digital technology impacts on the lives of individuals, organisations and society. Students learn about current and emerging digital technologies and the issues raised by their use in a range of contexts (learning and earning, leisure, shopping and money management, health and well-being, on the move). They develop awareness of the risks that are inherent in using ICT and the features of safe, secure and responsible practice.

Written paper
Externally assessed

Students have 90 minutes for the written paper

40% towards a Single Award

UNIT 2: Using Digital Tools
This is a practical unit. Students broaden and enhance their ICT skills and capability. They work with a range of digital tools and techniques to produce effective ICT solutions in a range of contexts. Students learn to reflect critically on their own and others’ use of ICT and to adopt safe, secure and responsible practice. They put into practice what they learned about digital technology in Unit 1.

Controlled Assessment Brief (CAB) provided by Edexcel, marked by teachers and moderated by Edexcel

Students have 40 hours to complete the CAB

60% towards a Single Award
The ICT department will have a revamped curriculum as of September 2012. The new curriculum will embrace Computer Science, Programming and Creativity. Giving pupils the opportunities to develop computer science Knowledge, test their programming skills and learn to use industry standard graphics software to showcase their creativity.

KS3—Information and Creative Technology

The BTEC have designed the BTEC First (NQF) qualifications to inspire and enthuse level 2 learners to become technology savvy – producers of technology products and systems and not just consumers. They course will provide learners with:

- an understanding and knowledge of how organisations in the information technology and creative technology industries operate
- the key skills required to work in these industries
- key concepts and principles related to the world of information and creative technologies

These qualifications are about making information and creative technology-based products and/or systems. This new suite of level 2 qualifications will provide a broad, solid foundation for progression to Level 3 and employment in the IT or creative technology sectors.

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<td>Digital Graphics (Coursework)</td>
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ICT Department Staff

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