



BTEC: Computing

Exam Board: Pearson

Contact teacher: Mr Daniel Chandler

Why study Computing?

This qualification for computing covers the basics of the computing industry. Six modules are completed over 2 years, four mandatory and two optional. Mandatory modules include Principles of Computer Science, Fundamentals of Computer Systems, IT systems security and Business applications of Social Media; optional units can include programming and website design. 30% of work is externally assessed. This course is worth 1.5 A Levels.

5 reasons to study at Midhurst Rother College

1. Industry experienced teaching staff
2. Innovative teaching and learning
3. Excellent links to industry
4. Dedicated course related computer rooms and systems
5. Free industry stand software for students

Course details

Year 12

Unit 1: Fundamentals of Computer Science	In this unit, you will draw on your learning from across your programme to complete assessment tasks. In this unit, you will develop the computational-thinking skills to effectively analyse a problem, break it down into its component parts, and design and evaluate solutions. These skills are required for progression to computing-related higher education courses or to the workplace as a computing professional	Externally assessed coursework
Unit 2: Principles of Computer Systems	In this unit, you will apply the fundamental principles of computers to all areas of computing. This is essential for progression to a computing-related higher education course or for entry to the workplace as a computing professional.	Externally assessed coursework
Unit 7: IT Systems Security	In this unit, you will investigate the many different types of security attack, the vulnerabilities that exist and techniques that can be used to defend the IT systems of organisations.	Internally assessed coursework

Year 13

Unit 8: Business applications of Social Media	In this unit, you will explore different social media websites and consider the ways in which they can be used for business purposes, including the potential pitfalls	Internally assessed coursework
Two Optional Units	Choices include Human-Computer Interaction, Digital Graphics, Computer Games Development, Website Development, and Mobile App Development, Managing Systems and Systems analysis and design.	Internally assessed coursework

How is the course taught and assessed?

Each of the modules of study are assessed separately by a variety of means ranging from video and audio submissions to presentations and practical work. Each module will be assessed as either a Pass, Merit or Distinction. Two mandatory units are externally assessed.

Entry requirements

To gain entry on this course you will need to obtain one of the following:

- 5 GCSEs at grades 9 - 5 including English Language, Maths and a Technology subject.
GCSE ICT or Computing is desirable.
- Level 2 vocational qualification at Merit or above.

Career routes and popular combinations

This course is suitable for anybody wishing to pursue a career in either the IT or Computing industry, seeking a University place or an apprenticeship. Computer Science is a highly desirable subject and can be applied to a variety of other industries including finance, teaching, accounting and sport.