BTEC COMPUTING

WHAT WILL I STUDY?

BTEC qualifications are accepted by universities including 'Russell Group' as an A-Level equivalent. During the course, students study the principles of Computer Science including programming and algorithms, Computer Systems including networks, data representation and computer architecture, Cyber Security and one of the following; Game Design, App Development or Website Development.

The following units are studied over 2 years:

- Principles of Computer Science
- Computer Systems
- Cyber Security and Encryption
- One other unit of choice

CAREER OPPORTUNTIES

Students who have studied this course in the past have gone on to gain places at university studying Computer Science or any IT related subject as well as apprenticeships with software development companies.

With this qualification, students have the potential to move onto university or getting jobs in sectors such as cyber security, app creation, software design, programming and website design, to name a few.

This course is accepted as an A-Level equivalent at all 'Russell Group' universities and carries the UCAS points that an A-Level would offer. BTEC qualifications are robust, testing qualifications that provide students with rich and diverse experiences related to the real world.

ASSESSMENT

Principles of Computer Science

- Written examination set and marked by Pearson
- 90 marks

Computer Systems

- Written examination set and marked by Pearson
- 80 marks

Cyber Security and Encryption – internally marked coursework

HOURS OF STUDY (FORTNIGHTLY)

9 hours of lesson time
6 hours independent learning

SPECIALIST FACILITIES

Fully resourced dedicated computer classrooms

ENTRY REQUIREMENTS

Five GCSEs, or equivalent, grade 4 or above are required for entry into Sixth Form to study Level 3 BTEC courses.

Grade 4 GCSE or above is required in your chosen, or related subject.

Grade 4 or above is required in GCSE Maths.