

COMPUTING BTEC

Exam Board - EDEXCEL/PEARSON

What can I expect from this subject?

The course is designed for students who are interested in learning about the more fundamental areas of computing, such as programming and network security, alongside other more practical and creative units.

The modules covered during the course are:

- Principles of Computer Science
- Fundamentals of Computer Systems
- IT Systems Security and Encryption
- Website Development*

Assessment is through a combination of external exams and internally set assignments.

*This unit has been the most popular option in the past, but other units may be chosen such as Computer Game Development, Digital Graphics and Animation or Mobile Apps Development.

What can I do to prepare for this course?

Having a genuine interest in computing and a desire to learn more about it is really important. It is not a requirement to have studied the subject at GCSE, but you are expected to have achieved grade 5 (or equivalent) in both GCSE Maths and English. You could update your knowledge by reading computing magazines and online news (e.g. Computing, Computer active, WebUser and others) and watching technology related programmes (e.g. BBC Click). Working through tutorials at the W3 schools website for Python, HTML/CSS and Java will help to develop your coding skills. **www.w3schools.com**

What will my next steps be?

On successful completion, you could progress onto full-time higher education for a Degree/Foundation Degree/HND including Computer Science, Information Systems, Cyber Security, Software Engineering, Artificial Intelligence or Health Informatics.

Employment and apprenticeship possibilities include Business or Data Analyst, Network Security Analyst, Web Developer, Software Engineer, Cyber Security Analyst

If students wish to follow a more traditional A-Level, then OCR A-Level computer science is an alternative option for the appropriate candidates.