

# Level 2 BTEC Firsts in Information & Creative Technology from 2012

## Overview

We've designed the BTEC Level 2 First (NQF) qualifications to 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**. Retaining many of the characteristics from the existing BTEC Level 2 Firsts in Information Technology (QCF), 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**.

## Assessment

The new BTEC Level 2 Firsts in I&CT include externally assessed units in all 3 sizes of qualification, comprising up to 25% of total assessment for the Award (120 GLH), 25% for the Certificate (240 GLH) and 16% for the Extended Certificate (360 GLH). We've designed the external assessment to be appropriate for the sector, reflecting the skills and aptitudes required for future professionals.

## Externally assessed units

	Units	Type of external assessment
<b>Award</b> 120 GLH Equivalent in size to 1 GCSE	Unit 1: The Online World	Onscreen test with: <ul style="list-style-type: none"> <li>• multiple choice</li> <li>• short answer</li> <li>• matching exercises, etc.</li> </ul>
	<b>OR</b>	
<b>Certificate</b> 240 GLH Equivalent in size to 2 GCSEs	Unit 1: The Online World	Questions structured to allow learners to demonstrate the knowledge gained in the unit, and to provide opportunity for high achieving students to develop distinction-level answers.
	<b>AND</b>	
<b>Extended Certificate</b> 360 GLH Equivalent in size to 3 GCSEs	Unit 1: The Online World	Including appropriate use of video animation, this testing method offers an interactive, engaging way for learners to demonstrate their understanding of a unit in a fully synoptic way.
	<b>AND</b>	
	Unit 2: Technology Systems	

See overleaf for qualification structure.

All information is provisional. It is correct at time of going to press but is subject to change.

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## Qualification Structure

	<b>Award</b> <b>120 GLH</b>	<b>Certificate</b> <b>240 GLH</b>	<b>Extended Certificate</b> <b>360 GLH</b>
	Learners must complete two core units which include Unit 1 or Unit 2 and Unit 3, plus further units for a total of 120 GLH	Learners must complete all 3 core units, plus further units for a total of 240 GLH	Learners must complete all 3 core units, plus further units for a total of 360 GLH
<b>1</b>	<b>The Online World 30 GLH</b>	<b>The Online World 30 GLH</b>	<b>The Online World 30 GLH</b>
	<b>OR</b>	<b>AND</b>	<b>AND</b>
<b>2</b>	<b>Technology Systems 30 GLH</b>	<b>Technology Systems 30 GLH</b>	<b>Technology Systems 30 GLH</b>
<b>3</b>	<b>A Digital Portfolio 30 GLH</b>	<b>A Digital Portfolio 30 GLH</b>	<b>A Digital Portfolio 30 GLH</b>
<b>4</b>	Creating Digital Animation 30 GLH	Creating Digital Animation 30 GLH	Creating Digital Animation 30 GLH
<b>5</b>	Creating Digital Audio 30 GLH	Creating Digital Audio 30 GLH	Creating Digital Audio 30 GLH
<b>6</b>	Creating Digital Graphics 30 GLH	Creating Digital Graphics 30 GLH	Creating Digital Graphics 30 GLH
<b>7</b>	Creating Digital Video 30 GLH	Creating Digital Video 30 GLH	Creating Digital Video 30 GLH
<b>8</b>	Mobile Apps Development 30 GLH	Mobile Apps Development 30 GLH	Mobile Apps Development 30 GLH
<b>9</b>	Spreadsheet Development 30 GLH	Spreadsheet Development 30 GLH	Spreadsheet Development 30 GLH
<b>10</b>	Database Development 60 GLH	Database Development 60 GLH	Database Development 60 GLH
<b>11</b>	Network Development 60 GLH	Network Development 60 GLH	Network Development 60 GLH
<b>12</b>	Software Development 60 GLH	Software Development 60 GLH	Software Development 60 GLH
<b>13</b>	Website Development 60 GLH	Website Development 60 GLH	Website Development 60 GLH
<b>14</b>		Installing and Maintaining Computer Hardware 30 GLH	Installing and Maintaining Computer Hardware 30 GLH
<b>15</b>		Installing and Customising Computer Software 30 GLH	Installing and Customising Computer Software 30 GLH
<b>16</b>		Automated Systems Development 60 GLH	Automated Systems Development 60 GLH
<b>17</b>		Multimedia Products Development 60 GLH	Multimedia Products Development 60 GLH
<b>18</b>	Employability Skills 30 GLH	Employability Skills 30 GLH	Employability Skills 30 GLH
<b>19</b>	Community Volunteering 30 GLH	Community Volunteering 30 GLH	Community Volunteering 30 GLH
<b>20</b>	Work Experience 30 GLH	Work Experience 30 GLH	Work Experience 30 GLH
<b>21</b>		Research and Study Skills 30 GLH	Research and Study Skills 30 GLH

### Key to colours

	Mandatory Core Unit (externally assessed)		Mandatory Core Unit (internally assessed)
	Optional Specialist Subject Unit (internally assessed)		Generic Units (internally assessed)

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