

Pearson BTEC Level 3 National Certificate in Computing

Subject Leader: **Mr Edeko**

Syllabus: **Pearson Edexcel**

Course Overview

Pearson BTEC Level 3 National Extended Certificate in Computing is equivalent in size to one A Level. It consists of 4 units of which 3 are mandatory and one is optional. Two units are internally assessed and 2 are external. This qualification is designed to support learners who are interested in learning about the computing sector. It allows learners to gain fundamental knowledge and skills in computing from which they can progress to broader or more specialist study at university or other higher education level.

Course Requirements

5 GCSEs graded 9 – 5 including English grade 5 and Maths at grade 6.
Grade 5 in Computing is required.

Course Content

Learners will study three mandatory units and one optional unit

- Unit 1: Principles of Computer Science - (Synoptic) - mandatory
- Unit 2: Fundamentals of Computer Systems – mandatory
- Unit 7: IT Systems Security and Encryption. – mandatory
- Unit 15: Web Development - optional

The content of this qualification has been developed in consultation with academics to ensure that it incorporates the most up-to-date knowledge and skills to enable progression to higher education. In addition, employers and professional bodies have been consulted on the content development to corroborate its relevance with current industry practice used in computing and related occupational disciplines.

Assessment

Units are assessed using a grading scale of Distinction (D), Merit (M), Pass (P), Near Pass (N) and Unclassified (U). The grade of Near Pass is used for externally-assessed units only. Qualifications are graded using a scale of P to D*

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Unit number	Unit title	GLH	Type	How assessed
Mandatory units – learners complete and achieve all units				
1	Principles of Computer Science	120	Mandatory and Synoptic	External
2	Fundamentals of Computer Systems	90	Mandatory	External
7	IT Systems Security and Encryption	90	Mandatory	Internal
Optional units – learners complete 1 unit				
10	Human-computer Interaction	60	Optional	Internal
11	Digital Graphics and Animation	60	Optional	Internal
14	Computer Games Development	60	Optional	Internal
15	Website Development	60	Optional	Internal
17	Mobile Apps Development	60	Optional	Internal
20	Managing and Supporting Systems	60	Optional	Internal
22	Systems Analysis and Design	60	Optional	Internal

What could this qualification lead to?

This qualification provides an opportunity to progress to higher education, a degree in a computing discipline or a degree where computing-related skills and knowledge may be advantageous, such as Business Studies, Economics and Mathematics. This qualification carries UCAS points and is recognised by higher education providers as meeting admission requirements to many relevant courses.

