



Pearson BTEC Level 2 Technical Diploma in Digital Technology (Digital Applications)

Specification

First teaching September 2017

Version 1

Edexcel, BTEC and LCCI qualifications

Edexcel, BTEC and LCCI qualifications are awarded by Pearson, the UK's largest awarding body offering academic and vocational qualifications that are globally recognised and benchmarked. For further information, please visit our qualifications website at qualifications.pearson.com. Alternatively, you can get in touch with us using the details on our contact us page at qualifications.pearson.com/contactus

About Pearson

Pearson is the world's leading learning company, with 35,000 employees in more than 70 countries working to help people of all ages to make measurable progress in their lives through learning. We put the learner at the centre of everything we do, because wherever learning flourishes, so do people. Find out more about how we can help you and your learners at qualifications.pearson.com

References to third-party material made in this specification are made in good faith. We do not endorse, approve or accept responsibility for the content of materials, which may be subject to change, or any opinions expressed therein. (Material may include textbooks, journals, magazines and other publications and websites.)

ISBN 9781446944592

All the material in this publication is copyright
© Pearson Education Limited 2016

Welcome

With a track record built over 30 years of learner success, BTEC qualifications are widely recognised and respected. They provide progression to the workplace, either directly or via study at higher levels. Proof comes from YouGov research, which shows that 62% of large companies have recruited employees with BTEC qualifications.

Why are BTECs so successful?

BTECs embody a fundamentally learner-centred approach to the curriculum, with a flexible, unit-based structure. In these new BTEC Level 2 Technicals, the focus is on the development of technical, practical and transferable work-related skills, and sector-specific knowledge. The development of these skills is key for learners to progress to work or to an Apprenticeship.

When creating the BTEC Level 2 Technicals, we worked with employers to ensure that the qualifications meet their needs. Employers are looking for recruits with the appropriate technical knowledge, and technical and transferable skills essential for employment.

The BTEC Level 2 Technicals meet these requirements through:

- a range of occupationally-related qualifications, each with a clear purpose, so that there is a qualification to suit each learner's plan for career progression
- up-to-date content that is closely aligned with employers' needs for a skilled future workforce
- assessments chosen to help learners progress to the next stage. This means that some assessments are set by the centre to meet local needs, while others are set and marked by Pearson. This ensures that there is a core of skills and understanding common to all learners. For example, an externally-set test can be used to check that learners are confident in using technical knowledge to carry out a certain job.

We provide a wealth of support, both resources and people, to ensure that learners and their tutors have the best possible experience during their course. See *Section 11 Resources and support* for details of the support we offer.

A word to learners...

BTEC Level 2 Technicals will demand a lot of practical work from you. You will need to:

- complete a range of units
- be organised
- take some assessments that Pearson will set and mark
- take other assessments that will demonstrate your technical and practical skills
- keep a portfolio of your assignments.

But you can feel proud to achieve a BTEC because, whatever your plans in life – whether you decide to go on to work or to an Apprenticeship – success in your BTEC Level 2 Technical qualification will help you to progress to the next stage in your life.

Good luck, and we hope you enjoy your course.

Collaborative development

Students completing their BTEC Technical in Digital Technology will be aiming to go on to employment, often via the stepping stone of higher education. It was, therefore, essential that we developed these qualifications in close collaboration with experts from professional bodies, businesses and universities, and with the providers who will be delivering the qualifications. To ensure that the content meets providers' needs and provides high-quality preparation for progression, we engaged experts. We are very grateful to all the university and further education lecturers, teachers, employers, professional body representatives and other individuals who have generously shared their time and expertise to help us develop these new qualifications. In addition, universities, professional bodies and businesses have provided letters of support confirming that these qualifications meet their entry requirements. These letters can be viewed on our website.

In addition, professional bodies and businesses have provided letters of support confirming that these qualifications meet their recruitment requirements. These letters can be viewed on our website.

Contents

Pearson BTEC Level 2 Technicals	1
1 Pearson BTEC Level 2 Technical Diploma in Digital Technology	2
Who is the qualification for?	2
What does the qualification cover?	2
What could this qualification lead to?	2
About the IT sector	2
2 Structure	3
Total Qualification Time (TQT)	3
Qualification structure	3
Qualification and unit content	4
Assessment	4
Language of assessment	5
Grading of the qualification	5
Employer involvement	6
3 Units	7
Understanding your units	7
4 Planning your programme	89
Is there a learner entry requirement?	89
What is involved in becoming an approved centre?	89
What level of sector knowledge is needed to deliver this qualification?	89
What resources are required to deliver this qualification?	89
What makes good vocational teaching?	89
What are the requirements for meaningful employer involvement?	90
What support is available for delivery and assessment?	90
How will my learners become more employable through this qualification?	90
5 Assessment structure	91
6 Internal assessment	92
Principles of internal assessment	92
Operating internal assessment	92
Setting assignments	93
Making valid assessment decisions	95
7 External assessment	98
Sample assessment materials	99
Conducting external assessments	99
8 Administrative arrangements	100
Introduction	100
Learner registration and entry	100

Access to assessment	100
Administrative arrangements for internal assessment	101
Administrative arrangements for external assessment	102
Dealing with malpractice in assessment	103
Certification and results	105
Additional documents to support centre administration	105
9 Quality assurance	106
Centre and qualification approval	106
Continuing quality assurance and standards verification	106
10 Understanding the qualification grade	108
Awarding and reporting for the qualification	108
Eligibility for an award	108
Examples of grade calculations based on table applicable to registrations from September 2017	111
11 Resources and support	113
Support for setting up your course and preparing to teach	113
Support for teaching and learning	113
Support for assessment	113
Training and support from Pearson	114

Pearson BTEC Level 2 Technicals

Introduction

BTEC Level 2 Technicals are intermediate qualifications for post-16 learners who want to specialise in a specific occupation, occupational area or technical role. They prepare learners for work or an Apprenticeship by giving them the opportunity to develop sector-specific knowledge, technical and practical skills, and to apply these skills in work-related environments. The qualifications also provide progression to Level 3 Tech Level qualifications.

Developed in close conjunction with leading employers, BTEC Level 2 Technicals develop transferable workplace skills, such as good communication and the ability to work in a team, which employers have identified as essential for gaining employment in the sector and for progression once the learner is working.

At the core of these qualifications is the concept of preparing young people for the working world. Through practical activities and occupationally-fit-for-purpose assessments, learners will gain the skills and behaviours needed for sustainable employment.

BTEC Level 2 Technicals are designed to be used flexibly, depending on their size and scope:

- as part of a full-time 16–19 study programme, alongside mathematics and English GCSEs and/or Functional Skills, work placement and enrichment activities
- as the technical qualification within an Apprenticeship or off-the-job training for those already in work
- as a roll-on, roll-off programme for those entering an Apprenticeship or employment.

Pearson has developed the BTEC Level 2 Technicals suite to meet the Department for Education (DfE) requirements for qualifications to be offered as Technical Certificates for 16–19 year olds.

This specification contains the information you need to deliver the Pearson BTEC Level 2 Technical Diploma in Digital Technology (QN 603/0878/3). The specification signposts you to additional handbooks and policies. It includes all the units for this qualification.

This qualification is a part of the BTEC Level 2 Technicals suite for the Digital Technology sector. Other BTEC Level 2 Technicals available for this sector include:

- Pearson BTEC Level 2 Technical Certificate in IT Support
- Pearson BTEC Level 2 Technical Diploma in Digital Technology (Data Management)
- Pearson BTEC Level 2 Technical Diploma in Digital Technology (Networking and Cybersecurity).

1 Pearson BTEC Level 2 Technical Diploma in Digital Technology

Purpose

Who is the qualification for?

This qualification is for learners who want to start a career in Digital Technology. It is designed for post-16 learners and can be taken as part of a wider study programme. It is an ideal qualification for learners intending to progress directly to employment in Digital Technology, IT or to an IT apprenticeship.

What does the qualification cover?

The qualification has been developed in consultation with employers in the IT sector. This means that it will enable learners to develop the skills and behaviours that give them the best opportunity to be successful in applying for work.

All the content of the qualification is mandatory and relates directly to the skills, knowledge and behaviours expected by employers in the IT sector. The areas learners will cover include:

- creating digital multichannel applications
- understanding IT network features and functions, common practices in network security, and the function and features of the main network appliances
- IT service solutions and the issues encountered in IT solutions in an organisation
- setting up new equipment and upgrading existing systems
- providing digital content for organisations.

Learners will also cover broader skills in literacy and numeracy, which will help them to progress. Learners will develop other transferable technical and practical skills in communication (working with colleagues, customers and clients), and research and project work (giving them the opportunity to show reflective practice by suggesting different approaches to solving a problem).

What could this qualification lead to?

Achieving this qualification will give learners an advantage when applying for a job in IT. The types of jobs they will be ready for are:

- junior developer
- content coordinator
- trainee mobile developer.

The qualification gives learners a sound basis to progress to a Level 3 qualification, when studied in a full study programme, such as the BTEC Level 3 Extended Diploma in Computing, IT or a Level 3 digital apprenticeship.

About the IT sector

Organisations increasingly rely on computer systems in all areas of their operations and decision-making processes. Therefore, it is critical to ensure that IT systems run correctly and are regularly maintained. IT support, or technical support, is a service that provides this kind of support, as well as helping with specific problems with computer technology. IT support technicians may install and configure computer systems, diagnose hardware and software faults, and solve technical and applications problems, either over the phone or in person, and/or monitor and maintain the computer systems and networks of an organisation. Organisations need the IT support to ensure that their digital products, services and systems work effectively

2 Structure

Total Qualification Time (TQT)

For all regulated qualifications, Pearson specifies a total number of hours that it is estimated learners will require to complete and show achievement for the qualification: this is the Total Qualification Time (TQT). Within TQT, Pearson identifies the number of Guided Learning Hours (GLH) that we estimate a centre delivering the qualification might provide. Guided learning means activities such as lessons, tutorials, online instruction, supervised study and giving feedback on performance, that directly involve tutors and assessors in teaching, supervising and invigilating learners. Guided learning includes the time required for learners to complete external assessment under examination or supervised conditions.

In addition to guided learning, other required learning directed by tutors or assessors will include private study, preparation for assessment and undertaking assessment when not under supervision, such as preparatory reading, revision and independent research.

The Pearson BTEC Level 2 Technical Diploma in Digital Technology (Digital Applications) is a qualification that has:

- Total Qualification Time: 445 hours
- Guided Learning: 360 hours.

Centres should take note of these hours in planning their programme but should also use their professional judgement to determine the provision of guided learning and study time across the units.

Qualification structure

Learners are required to complete and achieve all the units included in this qualification.

Pearson BTEC Level 2 Technical Diploma in Digital Technology (Digital Applications)				
Unit number	Unit title	GLH	Type	How assessed
1	Set up and Configure Technology Systems	60	Mandatory	Internal
2	Exploring Current and Emerging Technologies	60	Mandatory	Internal
3	Security Protection and Risk Management	60	Mandatory	External
5	IT Service Solutions	60	Mandatory	External
7	Digital Applications Development	60	Mandatory	Internal
10	Organisational Uses for Digital Media Systems	60	Mandatory	Internal

This qualification has 100% mandatory content and 33% external assessment.

Qualification and unit content

Pearson has developed the content of this qualification in collaboration with employers and representatives from relevant professional bodies and further education providers. The content has been mapped to the ESKITP5022v2 Perform software development activities under direction. In addition this is aligned towards MTA 98-367 Security Fundamentals (Unit 3).

In this way, we have ensured that content is up to date and that it includes the knowledge, technical and practical skills and behaviours required to work in the sector and occupational area.

All units in this qualification are mandatory, which provides a balance of breadth and depth, ensuring that all learners develop the technical and practical skills required in the occupational area. Learners are then given the opportunity to develop a range of transferable skills and attributes expected by employers. It is expected that learners will apply their learning to relevant employment and sector contexts during delivery, and that they will have opportunities to engage meaningfully with employers.

BTECs have always required applied learning that brings together knowledge and understanding (the cognitive domain) with practical and technical skills (the psychomotor domain). This is achieved through learners performing practical, work-related tasks that encourage the development of appropriate work-related behaviours (the affective domain) and transferable skills. Transferable skills are those such as communication, teamwork and planning, and completing tasks to high standards, all of which are valued in the workplace.

Our approach provides rigour and balance and promotes the ability to apply learning immediately in new contexts.

Assessment

Assessment is designed to fit the purpose and objective of the qualification. It includes a range of assessment types and styles suited to skills and occupationally-based qualifications at this level.

External assessment

In this qualification, there are two external assessments, which contributes 33% of the total qualification GLH. The external assessments for this qualification takes the form of a task that allows learners to apply their skills and knowledge in context to a realistic work-based activity, and an onscreen test that includes a variety of onscreen question types that allows learners to apply their knowledge to several work-related contexts. The external assessments are linked to *Unit 3: IT Security Protection and Risk Management* and *Unit 5: IT Service Solutions*, as indicated in the qualification structure on the previous page.

These methods have been used to externally assess the units because they are best suited to draw out the evidence to exemplify the expectations of the units and to provide sufficient evidence of achievement of the purpose of the units.

The external assessments are taken under specified conditions, then marked by Pearson and a grade awarded. Learners must achieve the external units at Pass grade or above to achieve the qualification. Learners are permitted to resit the external assessments once during their programme by taking a new assessment.

For further information on external assessment see *Section 7 External assessment*.

Internal assessment

Units 1, 2, 7 and 10 are assessed through internal assessment. Internal assessment allows learners to apply technical knowledge and demonstrate mastery of practical and technical skills through realistic tasks and activities. This style of assessment promotes deep learning through ensuring the connection between knowledge and practice.

Internal assessment is through assignments that are subject to external standards verification. We provide suggestions in each unit for setting assignments. This means that you can adapt materials to your local contexts and assess assignments that provide the valid and rigorous final assessment for each unit.

You will make grading decisions based on the requirements and supporting guidance given in the units. Learners must achieve all the internal units at Pass grade or above to achieve the qualification. For further information on internal assessment, including resubmissions, see *Section 6 Internal assessment*.

Synoptic internal assessment

There is one internal unit that provides the main synoptic assessment for this qualification. This synoptic assessment is designed to take place towards the end of the programme and draws on the learning throughout. The design of this assessment ensures that there is sufficient stretch and challenge, enabling the assessment of sector-related knowledge and technical and practical skills at the end of the learning period.

The synoptic assessment for this qualification is based on *Unit 10* and takes the form of a vocational activity in which learners have to create a multichannel solution. In completing this activity, learners will draw on the knowledge and skills they have obtained in other units to plan and create a multichannel solution that meets an organisation's needs.

In delivering the unit, you need to encourage learners to draw on their broader learning so that they are prepared for the assessment.

Language of assessment

Assessment of the internal and external units for this qualification will be available in English. All learner work must be in English. A learner taking the qualifications may be assessed in British sign language where it is permitted for the purpose of reasonable adjustment. For information on reasonable adjustments see *Section 8 Administrative arrangements*.

Grading of the qualification

Achievement in the qualification requires a demonstration of depth of study in each unit, assured acquisition of the practical skills required for employment in the specific sector and successful development of transferable skills.

Units are assessed using a grading scale of Distinction, Merit, Pass and Unclassified. All units in the qualification contribute proportionately to the overall qualification grade.

The qualification is graded using a scale of PP to DD. Please see *Section 10 Understanding the qualification grade* for more details.

The relationship between qualification grading scales and unit grades will be subject to regular review as part of Pearson's standards monitoring processes on the basis of learner performance and in consultation with key users of the qualification.

Employer involvement

Employer involvement in the delivery and/or assessment of technical qualifications provides a clear 'line of sight' to work, enriches learning, raises the credibility of the qualification in the eyes of employers, parents and learners, and furthers collaboration between the learning and skills sector and industry.

You need to ensure that all learners have the opportunity to undertake meaningful activity involving employers during their course.

Examples of 'meaningful activity' include:

- structured work experience or work placements that develop skills and knowledge relevant to the qualification/industry
- project(s), exercise(s) and/or assessments/examination(s) set with input from industry practitioner(s)
- units delivered or co-delivered by an industry practitioner(s); this could take the form of masterclasses or guest lectures
- industry practitioners operating as 'expert witnesses' who contribute to the assessment of a learner's work of practice, operating within a specified assessment framework; this may be a specific project(s), exercise(s) or all assessments for a qualification

Meaningful employer involvement, as defined above, must be with employers from the IT sector and should contribute significantly to at least one mandatory unit.

In some units, we have provided suggestions on how employers could become involved in the delivery and/or assessment of this qualification. These units are listed below.

- Unit 1: Set Up and Configure Technology Systems – industry specialists acting as expert witnesses when learners are setting up and configuring systems.
- Unit 2: Exploring Current and Emerging Technology – masterclasses from local employers who will demonstrate how they are using technology in their organisation to achieve business objectives.
- Unit 7: Digital Applications Development – support from local business staff as mentors in the areas of software development and testing.
- Unit 10: Organisational Uses for Digital Media Systems – employer business materials as exemplars, in particular to demonstrate the ways in which the organisation uses digital media systems to achieve a number of their goals.

These are suggestions only and there will be other possibilities at local level. Centres may choose to use other approaches but must ensure that they meet the requirement for meaningful employer involvement as defined above. Centres must have an employer involvement plan in place at the start of the programme. It must detail their approach to employer involvement and how it will add value to the delivery and assessment of the qualification.

Each centre's approach to employer involvement will be monitored in two ways. It will be monitored at centre level as part of the annual quality-management review process and captured as part of the standards verification process that addresses centre strategy for delivery, assessment and quality assurance, when we will ask you to show evidence of how employer involvement is provided for all learners. You will need to show evidence in order to gain reporting clearance for certification. It will also be monitored at programme level as part of the standards verification process to confirm that plans for employer involvement meet the requirements of the specification. These approaches are designed to ensure that additional activities can be scheduled where necessary so that learners are not disadvantaged, see *Section 9 Quality assurance*.

3 Units

Understanding your units

The units in this specification set out our expectations of assessment in a way that helps you to prepare your learners for assessment. The units help you to undertake assessment and quality assurance effectively.

Each unit in the specification is set out in a similar way. There are two types of unit format:

- internal units
- external units.

This section explains how the units work. It is important that all tutors, assessors, internal verifiers and other staff responsible for the programme read and are familiar with the information given in this section.

Internal units

Section	Explanation
Unit number	The number is in a sequence for the qualification.
Unit title	This is the formal title of the unit and appears on certificates.
Level	All units are at Level 2 on the national framework.
Unit type	This says if the unit is mandatory or optional for the qualification. See <i>Section 2 Qualification structure</i> for details.
Assessment type	This says how the unit is assessed – i.e. whether it is external, internal or synoptic internal. See <i>Section 2 Qualification structure</i> for details.
GLH	Units have a GLH value of 60. This indicates the numbers of hours of teaching, directed activity and assessment expected. It also shows the weighting of the unit in the final qualification grade.
Unit in brief	A brief formal statement on the content of the unit that is helpful in understanding its role in the qualification. You can use this in summary documents, brochures etc.
Unit introduction	This is designed with learners in mind. It indicates why the unit is important, how learning is structured and how learning might be applied when progressing to employment or higher education.
Learning aims	These help to define the scope, style and depth of learning of the unit. You can see where learners should be developing and demonstrating their skills or where they should be actively researching or reviewing.
Unit summary	This section helps tutors to see at a glance the main content areas against the learning aims and the structure of the assessment. The forms of evidence given are suitable to fulfil the requirements.
Content	This section sets out the required teaching content of the unit. Content is compulsory except when shown as 'e.g.'. Learners should be asked to complete summative assessment only after the teaching content for the unit or learning aim(s) has been covered.

Section	Explanation
Assessment criteria	Each learning aim has assessment criteria to explain the achievement required to obtain Pass, Merit and Distinction grades.
Essential information for assessment decisions	This information gives guidance for each learning aim or assignment of the expectations for Pass, Merit and Distinction standard. This section contains examples and essential clarification. It is important that this is used carefully alongside the assessment criteria.
Assessment activity	This section provides information, suggested scenarios and tasks for summative assessment activities.
Further information for tutors and assessors	The section gives you information to support the delivery and assessment of the unit.
Delivery guidance	This section offers suggestions of ways of delivering the unit. It offers ideas on practical activities in a sector context that can be used to help develop relevant skills and to encourage progress.
Essential resources	Any specific resources that you need to be able to teach and assess are listed in this section. For information on support resources see <i>Section 11 Resources and support</i> .
Links to other units	This section shows you the main relationships of units to other units. This can help you to structure your programme and make the best use of available materials and resources.
Employer involvement	This section gives you information on the units that can be used to give learners involvement with employers. It will help you to identify the kind of involvement that is likely to be successful.

External units

Section	Explanation
Unit number	The number is in a sequence for the qualification.
Unit title	This is the formal title of the qualification and appears on certificates.
Level	All units are at Level 2 on the national framework.
Unit type	This says if the unit is mandatory or optional for the qualification. See <i>Section 2 Qualification structure</i> for details.
Assessment type	This says how the unit is assessed – i.e. whether it is external, internal or synoptic internal. See <i>Section 2 Qualification structure</i> for details.
GLH	Units have a GLH value of 60. This indicates the numbers of hours of teaching, directed activity and assessment expected. It also shows the weighting of the unit in the final qualification grade.
Unit in brief	A brief formal statement on the content of the unit.
Unit introduction	This is designed with learners in mind. It indicates why the unit is important, how learning is structured and how learning might be applied when progressing to employment or higher education.
Summary of assessment	This sets out the type of external assessment used and the way in which it is used to assess achievement.
Assessment outcomes	These show the hierarchy of knowledge, understanding, skills and behaviours assessed. For tested units, they include information on how this hierarchy relates to command terms in sample assessment materials (SAMs).
Essential content	For external units all the content is obligatory, the depth of content is indicated in the assessment outcomes and sample assessment materials (SAMs). The content will be sampled through the external assessment over time, using the variety of questions or tasks shown.
Grade descriptors	We use grade descriptors when making judgements on grade boundaries. You can use them to understand what we expect to see from learners at particular grades.
Key terms typically used in assessment	These definitions will help you to analyse requirements and to prepare learners for assessment.
Links to other units	This section shows the main relationships of units to other units. This section can help you to structure your programme and make the best use of available materials and resources.
Employer involvement	This section gives you information on the units that can be used to give learners involvement with employers. It will help you to identify the kind of involvement that is likely to be successful.

Units

This section contains all the units developed for this qualification.

Unit 1: Set Up and Configure Technology Systems	13
Unit 2: Exploring Current and Emerging Technologies	25
Unit 3: Security Protection and Risk Management	37
Unit 5: IT Service Solutions	47
Unit 7: Digital Applications Development	57
Unit 10: Organisational Uses for Digital Media Systems	73

Unit 1: Set Up and Configure Technology Systems

Level: **2**

Unit type: **Mandatory**

Assessment type: **Internal**

Guided learning hours: **60**

Unit in brief

Learners develop the skills needed to install, configure and test a computer system to a given user requirement.

Unit introduction

Every organisation uses computers to complete daily tasks such as making contact with clients, collecting and reporting data and information, managing payments, training staff and solving a range of product- and service-related problems, as these tasks can often be completed more effectively by computers. To complete these tasks, businesses use a variety of different types of computers, such as desktops, laptops, tablets and mobile phones, depending on their needs.

In this unit, you will identify the basic components of a computer system and learn how these components are selected and put together to install and configure technology systems - computer systems and mobile devices for a range of users' needs, as well as testing for functionality. You will learn about how operating systems work and the differences between types of operating systems and the different functions of programs and applications that enable them to be installed and configured on a computer system. You will learn how to connect and disconnect a variety of peripheral devices, and the basics of computer safety and security in the workplace.

This unit will help you develop the skills needed for an entry-level position in a range of occupational areas in IT, where an understanding of how computers function is key to the role, as well as allowing you to progress to further IT qualifications.

Learning aims

In this unit you will:

- A** Install, configure and test hardware in a computer system to meet user requirements
- B** Install, configure and test software in computer systems and mobile devices to meet user requirements
- C** Apply appropriate security measures to computer systems and mobile devices.

UNIT 1: SET UP AND CONFIGURE TECHNOLOGY SYSTEMS

Unit summary

Learning aim	Key teaching areas	Summary of suggested assessment evidence
A Install, configure and test hardware in a computer system to meet user requirements	A1 Types of internal computer hardware components A2 Types of computer peripherals A3 Connectors and ports A4 Networking devices and connection processes	Video evidence/screen shots and other documentary evidence of a learner installing, configuring and testing computer systems and software supported by observation records from the tutor
B Install, configure and test software in computer systems and mobile devices to meet user requirements	B1 Functions of an operating system B2 Types of operating systems B3 Software programs and their purpose B4 Common application software features and functions B5 Set up and configuration of mobile devices	
C Apply appropriate security measures to computer systems and mobile devices	C1 Safety measures C2 Security and back up procedures	
Key teaching areas in this unit include:		
Sector skills	Knowledge	Transferable skills/behaviours
<ul style="list-style-type: none">• Installing, configuring and testing of software• Installing, configuring and testing of hardware• Connecting and testing of network• Installing, configuring and testing of operating systems• This unit is aligned, in part, to the CompTIA A+ Vendor qualification	<ul style="list-style-type: none">• Types of hardware• Types of peripherals• Proprietary and open-source applications• Operating systems	<ul style="list-style-type: none">• Communication• Management of information• Working with others

Unit content

Knowledge and sector skills

Learners need to be aware that computer hardware, software and networking components will differ depending on their uses and users' needs. They will also need to be aware that a computer system is made up of hardware components, peripherals and connectors and ports and network devices.

Learning aim A: Install, configure and test hardware in a computer system to meet user requirements

Learners will identify the main components and purpose of computer hardware peripherals, network, connectors and ports, and develop the skills and understanding to use these components and peripherals to set up a work station and mobile devices. Learners will also need to carry out testing to ensure the computer system and mobile device meets the user's requirements.

A1 Types of internal computer hardware components

Internal computer hardware components and their purpose.

- Central processing unit (CPU).
- Random-access memory (RAM).
- Power supply.
- Storage devices (optical drive, hard drive, solid-state drive).
- Expansion cards (video, audio, network cards, modem).
- Motherboard.
- System cooling (case fans, CPU fans, liquid cooling).

A2 Types of computer peripherals

Wired and wireless peripherals and their purpose.

- Input devices, e.g. keyboard, pointing devices, scanner, microphone, webcam.
- Output devices, e.g. printer, display devices, speakers.
- Input and output devices, e.g. external storage devices, touchscreen display.

A3 Connectors and ports

Types of connectors and ports and their uses, including:

- video
- eSATA
- Thunderbolt™
- USB
- RJ-45
- RJ-11
- audio
- power
- HDMI.

A4 Network devices and connection processes

Network devices and their uses.

- Network devices:
 - routers (wired/wireless)
 - switches
 - hubs
 - nodes and links.

UNIT 1: SET UP AND CONFIGURE TECHNOLOGY SYSTEMS

- Network connection processes:
 - apply/verify connection for devices
 - install drivers
 - set server identity and encryption type
 - apply admin and user passwords.

Learning aim B: Install, configure and test software in computer systems and mobile devices to meet user requirements

B1 Functions of an operating system

- Boot up.
- Central processing.
- Resource and device management.
- Memory and sharing.
- Functionality monitoring.
- Directories for programs and storage.
- Displays and user machine interface.

B2 Types of operating systems

Learners need to be aware of the compatibility of hardware and software when selecting an operating system.

- Mobile.
- Workstation (types).
- Open source.

B3 Software programs and their purpose

Method and purpose of software processes.

- Install/uninstall.
- Version identification.
- Licencing.
- Updating.

B4 Common application software features and functions

- Productivity software, e.g. word processing, email and presentation software, pdf viewers/creators.
- Browsers, e.g. Firefox®, Google Chrome™, Internet Explorer®.
- Collaborative software (types, examples and purposes) e.g. document storage and sharing, video conferencing.
- Messaging, e.g. Skype, Google Hangouts
- Utility software, e.g. security/malware, diagnostics, compression software.
- Specialised software, e.g. graphic design, medical/scientific, financial.
- Open source versus commercial.
- Common file types and purposes, e.g. documents, audio, images, compression formats.

B5 Set up and configuration of mobile devices

- Connection setup.
- Synchronisation.
- Email configuration.
- Bluetooth® pairing.
- Locking/unlocking and security.
- Downloading apps.

Learning aim C: Apply appropriate security measures to computer systems and mobile devices**C1 Safety measures**

- Disposal methods, e.g. Restriction of the Use of Hazardous Substances RoHS, cathode ray tube (CRT) monitors, scanners, batteries, ink/toner, hard drives.
- Power, e.g. energy-efficient devices, power profiles, power limitations, international power differences.
- Device placement, e.g. airflow, humidity, temperature, dust accumulation, Electro-Magnetic Interference EMI.
- Electrostatic discharge concepts.
- Ergonomic concepts, e.g. keyboard and mouse placement, sitting positions, monitor-level placement.

C2 Security and back up procedures

- Basic security threats: malware, viruses, firewall.
- Basic security practices, e.g. password management, device hardening, Wi-Fi, authentication.
- Back-up procedures, e.g. scheduling, frequency, storage mediums.

Transferable skills**Communication**

- Communicating with users and colleagues, identifying and resolving problems.

Managing information

- Document management: using technical guides, maintaining logbooks.

Working with others

- Working with users to ensure their requirements are met.

UNIT 1: SET UP AND CONFIGURE TECHNOLOGY SYSTEMS

Assessment criteria

Pass	Merit	Distinction
Learning aim A: Install, configure and test hardware in a computer system to meet user requirements		
A.P1 Install hardware in a computer system safely to meet user requirements.	A.M1 Install and configure hardware in a computer system safely, considering relevant factors to meet user requirements and testing for functionality.	AB.D1 Set up, install and configure computer systems and mobile devices to meet user requirements confidently, considering all relevant factors and suggesting suitable alternative methods and components.
Learning aim B: Install, configure and test software on computer systems and mobile devices to meet user requirements		
B.P2 Install software to meet user requirements.	B.M2 Install and configure software to meet user requirements, considering relevant factors and testing for functionality.	
Learning aim C: Apply appropriate security measures to computer systems and mobile devices		
C.P3 Apply security measures to a computer system and mobile device.	C.M3 Apply security measures to computer systems and mobile devices, considering relevant factors and testing for functionality and ensuring back up of systems	C.D2 Apply security measures to computer systems and mobile devices thoroughly considering all relevant factors, testing for functionality and ensuring full back up of systems

Essential information for assessment decisions

Learning aim A and B

For distinction standard, learners will:

- consistently demonstrate that they can safely and independently set up and install a technology system for both computer systems and mobile devices as requested by users. They will demonstrate that they can use appropriate components and processes and ensure that the system is ready for use and meets user requirements. They will show initiative and confidence when setting up a computer system and demonstrate control over the choice and use of components. They will consider other factors such as available components and special requirements of users such as a left handed user. They will be able to configure software and hardware to meet all specific user requirements e.g. keyboard settings, date and time, screen resolutions. They will carry out comprehensive testing to demonstrate that everything has been installed correctly and functions well. They will identify errors and resolve them. They will provide training for the user on the installed hardware and show initiative by suggesting alternative solutions that meet users' needs.

For merit standard, learners will:

- demonstrate that they can safely install and configure the requested/required hardware and software for a computer system and mobile device with some guidance. They will be able to decide what components to use but may need assistance. Learners will be able to install and configure the operating systems and they will also be able to configure the hardware and software to meet most of the user requirements e.g. date/time but might not be able to meet specific users' requirements. They will be able to consider some other factors such as special requirements for left-handed users. Learners will be able to test that the hardware has been installed properly and functions well but not be able to fix all errors. Learners will be able to provide some guidance (training) on the use of the installed hardware.

For pass standard, learners will:

- demonstrate that they can install hardware and software for a computer system and mobile device that partially meets users' needs but might have to ask for advice on installing and configuring. Learners will be able to identify some of the components needed but not know how to install them all correctly, they may often need guidance. They will be able to configure the hardware and software to meet some of the user requirements and be able to test that hardware has been installed correctly and functions well. They may need to ask for advice when fixing errors. Learners will be able to provide some guidance (training) on the use of the installed hardware.

Learning aim C

For distinction standard, learners will:

- consistently demonstrate that they can independently apply appropriate security and safety measures when installing hardware and software for different computer systems and mobile devices for multiple users. They will be able to apply and adapt the security and safety measures for different users and include all the relevant security measures whilst being mindful of the current and relevant threats, considering multiple users and different hardware that could be affected. They will be thorough in ensuring that the system is backed up after every installation and schedule regular backups.

UNIT 1: SET UP AND CONFIGURE TECHNOLOGY SYSTEMS

For merit standard, learners will:

- demonstrate that they can apply the appropriate security and safety measures when installing hardware and software for computer systems and mobile devices but may need some assistance. Learners will include all the relevant security measures and be aware of some of the threats that could affect the hardware and software installed and the users' requirements. They will ensure the system is backed up regularly.

For pass standard, learners will:

- demonstrate that they can apply appropriate security and safety measure when installing hardware and software for a computer system and mobile device, often referring to guidelines. Learners will be able to implement basic security measures and back up a system, although they may ask for advice.

Assessment activity

The summative assessment activity takes place after learners have completed their formative development. The activity should be practical, be set in a realistic scenario and draw on learning from the unit, including the transferable skills. You will need to give learners a set period of time and number of hours in which to complete the activity. *Section 6* gives information on setting assignments and there is further information on our website.

A suggested structure for summative assessment is shown in the *Unit summary* section, along with suitable forms of evidence. This is for illustrative purposes only and can therefore be adapted to meet local needs or to assess across units where suitable opportunities exist. The information in the *Links to other units* section will be helpful in identifying opportunities for assessment across units.

The following scenario could be used produce the required evidence for this unit. Centres are free to use comparable scenarios or other forms of evidence provided that it meets the assessment requirements of the unit.

Suggested scenario

You are working as a customer support technician in a medium-sized company spread over three sites. You need to provide support to the employees who work on desktops and laptops. The employees use both standard office software as well as more specialised software.

The technology systems are being upgraded and you have been asked to help with the upgrade of the different devices. You will set up, install and configure different technology systems for different individual users, ensuring that all company and user requirements are met. You will then test that the systems function well and that all security and safety measures have been applied and correct administration accounts, permissions and passwords have been set up for each individual. You will be observed by your tutor carrying out this work and you must also keep photographic/video evidence of the work you carry out and put it together in a portfolio for assessment.

If a retake is necessary, an alternative example must be used. The following is an example of a retake assessment activity.

You have been asked by a local business to set-up and configure a new office as they are expanding. There will be two new PC's for new members of staff as well as two existing ones that are being upgraded to be in line with the new hardware and software, these are being used by staff that are moving from another office. You will need to test the systems and ensure that all security and safety measures have been applied. You will provide support to the users who are being upgraded by giving them information on changes as well as providing any specialist software and requirements where applicable. Your tutor will observe you undertaking these tasks and you must also keep photographic/video evidence of the work you have carried out.

Further information for tutors and assessors

Delivery guidance

The following are examples of practical activities and workshops that tutors could use when developing sector and transferable skills in the delivery of this unit. Wherever possible, practical activities should be used to help learners develop both personal and sector skills in preparation for the final assessment. These suggestions are not intended as a definitive guide to cover the full GLH of the unit.

Introduction to unit

Tutors introduce the unit by explaining the different ways organisations use computers and why. Learners will be shown the different types of computers, their purpose and the hardware, software and operating systems available for each type of computer. Learners need to appreciate that computers can perform a variety of tasks. It would be useful to illustrate the tasks carried out by different types of computers using online videos or case studies.

Learners could be given a template in which they identify the variety of computer systems and their purposes, operating systems and the different programs and applications and what they can do. This could be done in a whole-group setting or if resources permit, smaller groups could be given different videos/case studies on different job titles and feedback their findings to the rest of the class.

The plenary would help learners to appreciate that the areas of computer hardware, networks and software overlap considerably in the context of this unit, and that jobs in this field are required in every organisation that uses computers.

Suggested time: about 3 hours.

Activity: Usage and components of computer systems – hardware, peripherals, connectors and ports and network devices

- Tutors demonstrate effective health and safety practice and then give individual learners the opportunity to follow those processes by removing and replacing hardware devices under supervision. Learners will be guided through any installation of software or configuration required by the new hardware. They should then be guided through how to test the system effectively to ensure the changes are working correctly. They will then investigate the changes to the system after the hardware has been installed and appreciate the effect of upgrading devices.
- Learners will practice setting up a LAN and then the tutor will provide scenario's for that LAN to look at potential security issues and how to mitigate those issues.

Suggested time: about 6 hours.

Activity: Installing and configuring operating systems and software programs

Learners investigate and experiment with a range of different system software, including operating systems and software tools. Learners should appreciate the need for compatibility between the operating system/software and the platform it is running on. They will then conduct detailed investigations into selected aspects of system software as a research project

They will investigate and experiment with a range of application software and software utilities, testing that the installation and configuration of software meets the requirements.

Suggested time: about 4 hours.

Activity: Applying security measures

Learners investigate the different security measures available for the different technology systems and follow backup procedures. They then learners practise applying security settings to different devices and backup procedures – password, administration accounts and permissions.

Suggested time: about 4 hours.

Essential resources

- Learners will need access to suitable hardware, software and network components, as indicated in the unit content.

Links to other units

This unit has strong links to:

- Unit 2: Exploring Current and Emerging Technologies
- Unit 3: Security Protection and Risk Management

Employer involvement

This unit would benefit from employer involvement in the form of:

- Masterclasses which provide specific technical knowledge from industry specialists on setting up and configuring technology systems
- Industry specialists acting as expert witnesses when learners are carrying out the IT tasks

Unit 2: Exploring Current and Emerging Technologies

Level: **2**

Unit type: **Mandatory**

Assessment type: **Internal**

Guided learning hours: **60**

Unit in brief

Learners investigate current and emerging technologies and how organisations use them to meet their business needs.

Unit introduction

Technology is increasingly central to the way businesses and organisations function. It is used to communicate with customers and clients in ways that would have been impossible many years ago. It allows them to analyse data to identify trends in their market, expand their client base and become more cost effective.

In this unit you will explore current and emerging technology and how it is used across organisations. You will then investigate a particular organisation, finding out about the technology it uses, how it has influenced its business operations and how it is used to meet its business needs. You will also find out how it plans to use any new or emerging technology.

This unit will help you develop knowledge and skills needed for an entry-level position in a range of occupational areas in IT, where an understanding of current and emerging technologies and how they are used, are key to the role. It will also allow you to progress on to further IT qualifications.

Learning aims

In this unit you will:

- A** Explore current and emerging technologies and their purpose
- B** Investigate how an organisation uses technology to meet its needs

UNIT 2: EXPLORING CURRENT AND EMERGING TECHNOLOGIES

Unit summary

Learning aim	Key teaching areas	Summary of suggested assessment evidence
A Explore current and emerging technologies and their purpose	A1 Mobile Technology A2 Intelligent Computer A3 Internet of Things A4 Cloud Technology	<ul style="list-style-type: none"> A report on types of current and emerging technology and their uses
B Investigate how an organisation uses technology to meet its needs	B1 Why organisations invest in technology B2 The types of technology that organisations use B3 How organisations assess if technology has met their needs	<ul style="list-style-type: none"> Case study on how a selected organisation uses technology to meet their business objectives
Key teaching areas in this unit include:		
Sector skills	Knowledge	Transferable skills/behaviours
<ul style="list-style-type: none"> Use of technologies Investigating organisations 	<ul style="list-style-type: none"> Current and emerging Technologies and their uses for business needs and development 	<ul style="list-style-type: none"> Communication Management of information

Unit content

Knowledge and sector skills

Learning aim A: Explore current and emerging technologies and their purpose

Learners explore current and emerging technologies, the role they could play in organisations and possible future technological trends. The following content does not preclude teaching any current or emerging technology that is not listed below.

A1 Mobile technology

- How it is used in different sectors e.g. retail, banking, entertainment, social media,
- Development and use of Smart devices/Smartphone apps
- Emerging mobile technology and its future use

A2 Intelligent computer

- Automation e.g. driverless cars and trains
- Robotics: used in motor/manufacturing industry, retail, TELE health.
- Global Positioning System (GPS).
- Computer-aided design (CAD).
- Voice control e.g. Security, navigation (within cars), to support disabilities.
- Use of drones e.g. military, surveillance, weather, pilot school, agriculture, network rail (field maintenance).
- Artificial intelligence – medical diagnosis, in the finance industry artificial neural networks are used to detect frauds.
- Augmented reality – retail, medical, education, gaming.
- Virtual reality – use of gaming technology in medicine, car and construction industry, aviation.
- Use of social media such as YouTube™ (vlogs) in organisations, businesses

A3 Internet of Things (IoT)

- Connecting devices over the internet – Consumer usage, Enterprise deployment, online connectivity
- Enabling technologies – e.g. Bluetooth, Radio Frequency Identification (RFID), Near Field Communication (NFC)
- Development of wearable technology – Fitbit®, smart watches, smart glasses.

A4 Cloud technology

The development and use of:

- Software as a service (SaaS)
- Infrastructure as a service (IaaS)
- Platform as a service (PaaS)
- Data as a service (Daas)

Learning aim B Investigate how an organisation uses technology to meet its needs.

Learners investigate how an organisation uses technology, how it decides on which technology to adopt and the benefits and risks that it brings.

B1 Why organisations invest in technology

Organisations invest in current and emerging technology as a way of:

- improving productivity.
- meeting business goals
- improving efficiency.
- increasing cost effectiveness.
- achieving increased growth.
- innovating.
- improving agility and competitiveness
- global communication.
- increasing promotion and sales.
- having a wider consumer reach.
- providing instant customer service.

B2 The types of technology that organisations use

Organisations select technology based on a number of considerations:

- business type e.g. product, service,
- needs and/or benefits of the customers/clients
- hardware/software/network requirements
- particular security issues
- They do this through:
 - a feasibility study (based on organisation's needs, market research).
 - as part of the digital strategy/digital policies or business plan
 - based on feedback from stakeholders, customers, employees

B3 How organisations assess if technology has met their needs

Benefits:

- Improved efficiency.
- Increased profit.
- Increased productivity.
- Reduction in wasted time.
- Reduction in cost.

Risks and issues:

- Change management e.g. training, transition from existing to new technology, risk of loss of service/data
- Ethical considerations e.g. consultation with stakeholders, data ownership, impacts on employees
- Data management and access e.g. privacy, security of data
- Legal considerations e.g. data protection act, computer misuse act

Transferable skills

Communication

- Interviewing employers to gather information about how organisations use technology to achieve their goals

Managing information

- Gathering information from a variety of sources and presenting it as a case study

UNIT 2: EXPLORING CURRENT AND EMERGING TECHNOLOGIES

Assessment criteria

Pass	Merit	Distinction
Learning aim A: Explore current and emerging technologies and their purpose		
A.P1 Describe types of current and emerging technologies and their purpose	A.M1 Explain how current and emerging technologies are being used in organisations, giving detailed examples and identifying any future technological trends	A.D1 Analyse how current and emerging technologies are being used in organisations using detailed examples and evaluating the impact of any future technological trends
A.P2 Outline how current and emerging technologies are being used in organisations, giving outline examples.		
Learning aim B: Investigate how an organisation uses technology to meet its needs		
B.P3 Describe how an organisation has selected and used technology to meet its needs.	B.M2 Explain how an organisation has selected and used technology to meet its needs, assessing the benefits and risks to the organisation	B.D2 Evaluate how an organisation has selected and used technology to meet its needs, analysing the benefits and risks and making suggestions for how it might be impacted by emerging technology
B.P4 Outline how technology has benefited an organisation		

Essential information for assessment decisions

Learning aim A

For distinction standard, learners will:

- produce a comprehensive analysis of both current and emerging technology and its impact on a range of different types of business, using detailed and relevant examples and drawing some valid and insightful conclusions on future technological trends and the impact of new and emerging technologies on organisations. The analysis should contain examples from a range of both emerging and current technologies, using the correct technical terminology.

For merit standard, learners will:

- produce a detailed explanation on current and emerging technology, using some relevant examples from different types of organisation e.g. private sector and public sector, product and service organisations. They will explain how these organisations are using technology and the benefits it brings to them. Their examples will be balanced between current and new and emerging technologies and they will mostly use the correct technical terminology.

For pass standard, learners will:

- produce outline information about how technology is being used, with most of the examples referring to current technology with some broad references to emerging technology. They will give some detail on how and why it is being used by a small number of organisations and the range of technologies will be limited. Technical terminology will be used although there might be errors in its application.

Learning aim B

For distinction standard, learners will:

- provide a well-balanced and detailed evaluation of how an organisation chooses its adopted technologies and what the key factors were in that process. They will analyse how well an organisation uses technology to meet its business needs, using justified examples. They will explain how technology has directly contributed to the success of the organisation but will also consider the risks and/or negative effects it may bring. They will make some insightful suggestions on how the organisation may be impacted by emerging technology.

For merit standard, learners will:

- provide a detailed and well organised explanation on how an organisation uses technology to meet its business needs. They will give specific examples of why the organisation has chosen particular types of technology, what the technology is used for and the process the organisation goes through to select its technology. They will give some explanation, with examples on how it has been beneficial to the organisation as well as what the risks and issues would be. There will be some detail on how new or emerging technology may be of further benefit to the organisation.

For pass standard, learners will:

- provide broad information on the types of technology that an organisation has currently adopted and what it is being used for, providing some outline examples. There will be some reference to how the organisation has selected the technology, why the organisation has invested in that particular technology and how it meets the needs of the organisation. The examples given will be limited and some outline risks may be listed but they will not be explained in detail.

Assessment activity

The summative assessment activity takes place after learners have completed their formative development. The activity should be practical, be set in a realistic scenario and draw on learning from the unit, including the transferable skills. You will need to give learners a set period of time and number of hours in which to complete the activity. *Section 6* gives information on setting assignments and there is further information on our website.

A suggested structure for summative assessment is shown in the *Unit summary* section, along with suitable forms of evidence. This is for illustrative purposes only and can therefore be adapted to meet local needs or to assess across units where suitable opportunities exist. The information in the *Links to other units* section will be helpful in identifying opportunities for assessment across units.

The following scenario could be used produce the required evidence for this unit. Centres are free to use comparable scenarios or other forms of evidence provided that it meets the assessment requirements of the unit.

Suggested scenario

You have been asked by your manager to produce a report on how organisations are using current and emerging technology to meet their business needs. Your investigation should cover different types of business across different sectors.

You will then produce a case study on one of the organisations where you will look at their use of technology in greater depth. You will look in detail at the technology that is being used, the advantages and limitations of this technology in achieving the organisation's needs and how emerging technology is being considered or could be used.

If a retake is necessary, an alternative example must be used. The following is an example of a retake assessment activity.

You will produce a report on a different range of organisations and their use of technology as well as a case study on a different organisation.

Further information for tutors and assessors

Delivery guidance

The following are examples of practical activities and workshops that tutors could use when developing sector and transferable skills in the delivery of this unit. Wherever possible, practical activities should be used to help learners develop both personal and sector skills in preparation for the final assessment. These suggestions are not intended as a definitive guide to cover the full GLH of the unit.

Introduction to unit

A tutor-led discussion introducing technologies and their practical uses, case studies and real-life examples of where these have been implemented. There should be a wide range of these technologies in a variety of employment sectors so that learners are able to see their full implementation and practical uses.

Learners should develop their understanding of the different types of technology, identifying a few current and emerging technologies, evaluating how these work and their purpose.

Learners should be introduced to the tools and techniques used by organisations to select and use technology to meet their business objectives.

Learners complete activities identifying the difference between current and emerging technologies, along with their uses and how these allow organisations to achieve their organisational objectives, as well as their general impact on society and individuals as well as their advantages and disadvantage.

Suggested time: about 6 hours.

Activity: New and emerging technologies and their uses

Learners should be given case studies in either written or video format of real organisations and how they use new and emerging technologies to meet their organisational objectives, as well as the impact of these compared to legacy/traditional methods, e.g. letters being replaced with emails. Learners should discuss different organisational objectives and how organisations use technologies to achieve their objectives.

Once learners are able to confidently identify how organisations use technologies to fulfil their objectives, they should work with a local employer to gain a real-life understanding of how it implements technologies to maintain sustainability, conduct business on a day-to-day business and ultimately meet their business objectives.

Learners should have access to a variety of individuals in a company, including key stakeholders, along with customers and technological systems, so that they can conduct their own investigation that can be used to further identify how to make the technology more effective in meeting the business objectives.

Learners should identify the actual technologies used in the business and how these contribute to its effectiveness.

Suggested time: about 6 hours.

Activity: Emerging technologies impact on individuals

Learners should identify specific technologies that are emerging and then carry out some research to find out how it's being used by individuals and organisations and then present back on the findings.

Learners should be given access to a means to create and distribute the survey and be guided as to how to create a survey. They should carefully consider the types of questions to ask as well as the findings and their report should identify any trends that they find in the research.

Suggested time: about 4 hours.

Activity: Feasibility Study

Learners should be given a scenario and two alternate emerging technologies that could improve that scenario. They should analyse the needs of the user and organisation and provide a recommendation of which technology would be most appropriate from the options, or suggesting an alternative if that is the most appropriate solution.

The recommendation could be provided by either a formal document, presentation or role played meeting. If a meeting is the chosen method this must be documented accordingly.

Suggested time: about 4 hours.

Activity: Ethical Considerations

Learners should be given the opportunity to discuss and review the ethical considerations of various emerging technologies. They could be presented with a scenario or given some pointers to consider when adopting new technologies. This can be done as a group discussion or for learners to take individual technologies and consider their adoption and ethical impacts on individuals and organisations.

Suggested time: about 2 hours.

Links to other units

This unit has strong links to:

Unit 1: Set Up and Configure Technology Systems

Employer involvement

This unit would benefit from employer involvement in the form of:

- work experience with local employers to allow learners to carry out their case study on the technology used.
- masterclasses from local employers who will demonstrate how they are using technology in their organisation to achieve business objectives.
- A masterclass from a technology vendor explaining their products and how they are used.

Unit 3: Security Protection and Risk Management

Level: **2**

Unit type: **Mandatory**

Assessment type: **External**

Guided learning hours: **60**

Unit in brief

Learners will study threats to IT system security and the methods used to protect against them.

Unit introduction

Information Technology (IT) systems play a major role in the world around us and in almost everything we do. Our increasing reliance on IT systems for data storage and transmission makes us vulnerable to accidental and malicious actions that can pose serious risks to both organisations and individuals.

In this unit you will study system vulnerabilities, the different types of security threats that exist, both accidental and malicious, and the tools and techniques that can be used to minimise risks such as potential damage including, loss of data, loss of data integrity or unauthorised access to data.

The skills you develop in this unit will prepare you for progression to employment in an IT support, or similar role.

Summary of assessment

This unit is assessed using an onscreen test, set and marked by Pearson. The test contains different types of question and is worth 60 marks. The test duration is 75 minutes. The assessment is available on demand. The first assessment is available in January 2018.

Sample assessment materials will be available to help centres prepare learners for assessment.

UNIT 3: SECURITY PROTECTION AND RISK MANAGEMENT**Assessment outcomes**

AO1 Demonstrate knowledge of security protection and risk management issues.

Command words: describe, give, identify, state, name

Marks: ranges from 1 to 4 marks

AO2 Demonstrate understanding of security protection and risk management issues and the methods that can be used to manage and protect computer systems and data against security threats

Command words: describe, explain, identify

Marks: ranges from 1 to 4 marks

AO3 Be able to assess or analyse information, make connections on the effectiveness of methods used to manage and protect computer systems and data against security threats

Command words: assess, analyse, explain

Marks: ranges from 2 to 6 marks

AO4 Be able to assess or evaluate information on the threats to computer systems, their impact and how they can be managed

Command words: analyse, assess, discuss, explain, to what extent

Marks: ranges from 4 to 6 marks

Essential content

The essential content is set out under content areas. Learners must cover all specified content before the assessment.

A Security threats and system vulnerabilities

Learners should know and understand the types of internal and external threats to computer systems and data: their key features and characteristics and that threats are constantly evolving.

Learners should understand the types of internal and external threats to computer systems and data, their features and characteristics and that threats are constantly evolving. Learners need to understand the effects and risks linked to each threat. Learners need to know the methods of mitigation including prevention and recovery and their advantages and disadvantages.

A1 Internal threats

Threats to systems and data may arise internally as a result of the actions of employees of an organisation or by an authorised user of a system.

Internal threats to computer systems and data:

Accidental threats:

- accidental damage to physical equipment caused by employee/user
- accidental loss of data/power, unintentional disclosure of data, authorised user action
- physical damage, destruction by fire, flood or other disaster
- risk of bring your own device (BYOD)
- unsafe practices
- the use of external storage devices/media
- visiting untrusted websites
- downloading/uploading files to/from the internet
- file-sharing applications

Malicious threats:

- malicious damage caused by employee/unauthorised user action,
- intentional deletion/editing of data and intentional disclosure of data
- dumpster diving and shoulder surfing
- theft of equipment or data
- malicious damage to equipment or data
- unauthorised access by employees to secure areas in a building
- unauthorised access to administration functions, security levels and protocols, users overriding security controls
- risk of bring your own device (BYOD)

A2 External threats

- External threats that arise when the internet is used to access computer systems and data.
- Threats to systems and data may arise externally as a result of the actions of unauthorised people, malicious software, theft or physical damage.
- **External threats to computer systems and data:**
- malicious software (malware) used to obtain secure information, viruses, worms, Trojans, ransomware, spyware, adware, rootkits, backdoors, botnets, zero day attacks

UNIT 3: SECURITY PROTECTION AND RISK MANAGEMENT

- unauthorised access by individuals, commercial organisations or governments
- social engineering used to obtain secure information by deception to include collection of passwords, data theft, scams, phishing, pharming
- dumpster diving and shoulder surfing
- damage or destruction by fire
- malicious damage to equipment or data

A3 Changing and Evolving threats

- Learners will need to have an awareness that:
- new threats are constantly being developed
- existing threats evolve over time
- regular updates should be available and the importance of organisations/users applying these updates either automatically or manually
- information is available for organisations/user on known hardware and software vulnerabilities from manufacturers' help facilities, user forums, FAQs.

A4 Vulnerabilities

- Factors that affect the vulnerability of computer systems and data and how each factor impacts on the vulnerability
- types of systems
 - individual devices including PCs, laptops, mobile devices
 - portable storage devices
 - networks including Local Area Network (LAN), Wireless Local Area Network (WLAN)
 - file servers
 - cloud computing systems, online storage, remote server, online software
- connection between systems
 - connection to the internet
 - connection to internal networks
- connection methods
 - wired
 - wireless: WiFi, Bluetooth, cellular
- interactions between devices
 - use of storage devices
- operating systems
 - unsupported versions
 - updates not installed
 - mobile devices reliance on Original Equipment Manufacturers (OEM) to update system software
 - legacy systems
- software
 - zero day vulnerability
 - downloads
 - untrusted sources
 - illegal copies
- users
 - limitations of understanding
 - training
 - keeping up to date

B Methods used to secure computer systems and data

Tools and techniques used to deal with current and evolving threats and their effectiveness.

B1 Software and hardware-based protection

Types and characteristics of software and hardware-based protection used to protect computer systems and data, why they are used, the threats they protect against and an overview of how they carry out their function.

- Anti-virus software and detection techniques, virus signatures, heuristic techniques, techniques for dealing with identified threats
- Software and hardware firewalls and the filtering techniques they use, inbound and outbound rules and network addressing
- User authentication methods and processes and their advantages and disadvantages
 - types of biometric authentication – finger print, retina, facial recognition
 - two-step verification
 - security tokens, including USB-based keys
 - knowledge-based authentication, including question and response pairs
 - certificate-based authentication
 - digital signature
 - Completely Automated Public Turing Test To Tell Computers and Humans Apart (CAPTCHA)
- Log-on procedures
 - user name and password
 - rules for password security
 - best practice for password complexity/strength
 - graphical password
 - password history and time between password changes
 - account lockout and password reset procedures
- Access controls to restrict users' access to
 - applications
 - folders/shared areas
 - files – files access rights (read only, full access (read/write/execute), read/write, no access)
 - physical resources – access to peripheral devices
- Protection of data during transmission
 - Virtual Private Network (VPN)
 - encryption
 - digital signatures
- Encryption of files, folders, disks
- Precautions that can be taken to secure a Wireless Local Area Network (WLAN) including:
 - wireless encryption - Wired Equivalent Privacy (WEP), Wi-Fi Protected Access (WPA2) and Wi-Fi Protected Setup (WPS)
 - wireless MAC address filtering and hiding the service set identifier (SSID)
- Secure transfer of personal information and payment details
 - Digital certificate
 - secure websites
 - HTTPS protocol
 - encryption - symmetric and public key/asymmetric

UNIT 3: SECURITY PROTECTION AND RISK MANAGEMENT

- secure access to personal information
 - treating email attachments, download, webpages and links with caution
 - avoid using unsecured wireless networks
 - applying best practice when using passwords

B2 Physical security

Comparing the types, characteristics, benefits and risks, their advantages and disadvantages and the effectiveness of different physical security measures used to protect computer systems and data:

- building and computer/network room security
 - site security locks
 - card entry
 - passcode
 - biometrics – finger print, retina, facial recognition
 - closed circuit television (CCTV)
 - security staff
 - alarms
- data storage
 - data protection methods
 - central storage
- backup procedures
 - selection of data
 - timing
 - frequency
 - media
 - planned, automated and manual
 - type (full, differential and incremental)
 - on-site, off-site and cloud data storage
- individual actions
 - logging out of applications
 - logging off machines
 - screen locking
 - shoulder surfing prevention
 - shredding documents

C Legal requirements and IT Security Policies and Procedures**C1 Legal requirements**

Current United Kingdom legislation that applies to different computer systems and data.

Centres must ensure that subsequent amendments of listed legislative Acts are delivered to ensure currency of content taught

- The principles and requirements of the Data Protection Act 1998 and its impact on organisations, computer systems and data
- Computer Misuse Act 1990, its definitions of illegal practices and the impact it has on organisations, computer systems and data

C2 IT Security Policies and Procedures

General security related IT policies and procedures that exist to protect the computer systems and data.

Learners need to be aware that the title and content of policies will vary from organisation to organisation.

- organisation policies (Acceptable Use Policy)
 - internet and email use
 - security and password procedures – system making you change password often
 - staff responsibilities for the use of IT systems
 - staff IT security training
- backup procedure and policies
 - frequency
 - media
 - planned, automated and manual - advantages and disadvantages and purposes
 - type (full, differential and incremental) - advantages and disadvantages and purposes
 - on site/off site/cloud - advantages and disadvantages and purposes
- data protection policy – to ensure organisational compliance with the relevant legislation
- disaster recovery policy

Grade descriptors

To achieve a grade learners are expected to demonstrate these attributes across the essential content of the unit. The principle of best fit will apply in awarding grades.

Level 2 Pass

Learners are able to identify the current threats to computer systems and data used by organisations and individuals and be aware that new threats are evolving. They show understanding that threats can impact on organisations and individuals. Learners show some understanding of the main methods that can be used to manage the risks and protect computer systems and data against threats.

Level 2 Distinction

Learners are able to demonstrate an understanding that the computer systems and data used by organisations and individuals are vulnerable to attack from both internal and external sources. They can make valid, justified judgements on the impact of the threats on individuals and organisations. Learners show understanding of a wide variety of methods that can be used to manage the risks and protect computer systems and data against threats and assess their effectiveness. They can synthesise their knowledge and understanding of threats to analyse realistic scenarios, make an assessment of the potential weaknesses and recommend solutions. They can evaluate the effectiveness of their recommended solutions.

Key words typically used in assessment

The following table shows the key words that will be used consistently by Pearson in our assessments to ensure learners are rewarded for demonstrating the necessary skills.

Please note: the list below will not necessarily be used in every paper/session and is provided for guidance only.

Command or term	Definition
Analyse	Learners examine in detail the meaning or essential features of a topic or situation, or break something down methodically into its components to say how they are related and explain how each one contributes to the topic or situation
Assess	Learners present a careful consideration of varied factors or events that apply to a specific situation or identifies those which are the most important or relevant to arrive at a conclusion
Describe	Learners give a clear, objective account in their own words showing recall, and in some cases application, of the relevant features and information about a subject.
Discuss	Learners consider different aspects of a topic, how they interrelate and the extent to which they are important.
Evaluate	Learners draw on varied information to consider aspects such as strengths or weaknesses, advantages or disadvantages, alternative actions, and relevance or significance, and come to a conclusion.
Explain	Learners show they understand the origins, functions and objectives of a subject and its suitability for purpose. They give reasons to support an opinion, view or argument, with clear details.
Give	Learners can provide examples, justifications and/or reasons to a context.
Identify	Learners indicate the main features or purpose of something, and/or is able to discern and understand facts or qualities.
State/Name	Learners give a definition or example.
To what extent	Learners show clear details and give reasons and/or evidence to support an opinion, view or argument. It could show how conclusions are drawn (arrived at). For example, 'To what extent might recent...'

UNIT 3: SECURITY PROTECTION AND RISK MANAGEMENT**Links to other units**

This is a mandatory unit and underpinning knowledge in:

- Unit 1: Set up and Configure Technology System
- Unit 2: Exploring Current and Emerging Technologies

Employer involvement

Centres may involve employers in the delivery of this unit if there are local opportunities to do so. There is no specific guidance related to this unit.

Unit 5: IT Service Solutions

Level: **2**

Unit type: **Mandatory**

Assessment type: **External**

Guided learning hours: **60**

Unit in brief

Learners study how to interpret the needs of an organisation and how to design an appropriate information technology (IT) solution.

Unit introduction

IT is a vital part of any organisation. It enables workers to perform tasks that are important to the daily running of the organisation and supports the delivery of services and/or products to customers. Effective IT solutions are vital to improve an organisation's competitiveness and to ensure customer needs are met. The needs of an organisation can rarely be met with a single piece of hardware or software; therefore an effective IT solution will identify how different IT services and systems can be combined to meet identified requirements. These IT services and systems form a portfolio of IT solutions that are often identified as an IT service catalogue.

In this unit, you will apply your understanding of current and emerging technology systems to explore the needs of organisations and the IT systems that support them. You will examine IT service catalogues as well as be able to create one to meet an organisation's needs. You will explore a range of scenarios and learn how to analyse the IT needs and IT service requirements. You will explore the implications for organisations and their stakeholders of using and implementing IT solutions.

You will apply an understanding of how IT systems are used and combined to complete assessment tasks. You will analyse an IT service catalogue to identify the benefits and drawbacks of a given service solution. You will also create and review your own service catalogue in response to a given set of requirements. The analytical skills and subject knowledge you will develop through this unit will prepare you for a range of employment roles, including infrastructure technician, cyber intrusion analyst or digital and technology solutions professional.

Summary of assessment

This unit is assessed using a task, set and marked by Pearson. The task is out of 45 marks. The task must be completed in a 3.5-hour supervised assessment. All final outcomes will be submitted in a format specified by Pearson. The assessment is available four times a year on a quarterly basis. The first assessment is available in Spring 2018.

Sample assessment materials will be available to help centres prepare learners for assessment.

UNIT 5: IT SERVICE SOLUTIONS**Assessment outcomes**

AO1 Demonstrate knowledge and understanding of IT solutions through recall and selection of facts, terminology and processes

AO2 Apply understanding of terminology, information technologies and procedures to make IT recommendations

AO3 Review IT needs and recommendations to make reasoned judgements, justify decisions and present conclusions

Essential content

The essential content is set out under content areas. Learners must cover all specified content before the assessment.

A Analysing the IT needs of organisations

Learners should explore the purpose of organisations, and how the needs of an organisation and its customers drive the organisation's IT requirements.

A1 IT service life cycle

Learners will apply principles of the IT service life cycle when designing IT service delivery solutions.

- Service identification:
 - identifying the needs of organisations, users and customers
 - using and interpreting an outline IT service catalogue.
- Service delivery design:
 - identifying the technical requirements for an appropriate IT service delivery solution to meet an organization's needs
 - creating a service catalogue.
- Service management:
 - analysis of benefits and drawbacks of a solution in terms of meeting an organisation's needs in relation to alternatives
 - comparison of solutions to possible alternatives
 - implications of a solution for the organisation and its customers
 - updating a service catalogue

A2 Purpose of organisations

Learners should explore the IT service needs of organisations and their stakeholders in different contexts.

- Understand how the purpose of organisations relate to the IT service requirements
- Understand the IT services required to support key tasks carried out by organisations or individuals:
 - manufacturing products
 - delivering services
 - contracting supplies
 - marketing and sales
 - customer relations
 - IT support
 - financial.
- Be able to use information in the form of text, diagrams and tables to analyse the requirements of an organisation, including:
 - business outlines
 - functional specifications
 - data flow diagrams
 - building/floor plans
 - IT system diagrams.

UNIT 5: IT SERVICE SOLUTIONS

B IT systems used by organisations

Understand the features and characteristics of IT systems used by organisations to meet identified IT service needs.

B1 Software and hardware

Learners should understand how the features and characteristics of IT services (hardware, software and networking) are used to meet organisations' needs. Learners should understand how hardware and software are used as part of a larger solution

- How and why software and hardware are used:
 - communication
 - collaboration
 - product production and/or service provision
 - financial transactions
 - file storage and/or transfer
 - web platforms/hosting
 - productivity
 - remote access
 - creativity and/or innovation
 - customer access to product and/or service.
- Types of software used in organisations:
 - operating systems
 - utility software
 - application software
 - hosted/cloud computing software
 - mobile applications
 - open-source and proprietary software.
- The role of different computer hardware used in organisations as part of larger solutions:
 - technology systems (servers, clients and independent digital devices)
 - storage devices
 - peripheral devices
 - accessibility devices
 - multifunctional devices
 - mobile devices.

B2 Connecting IT systems and transferring data

Learners should explore the use of, connection methods for different purposes. They should understand how wired and wireless connections are used as part of a larger solution to meet identified needs.

- Understand the benefits and drawbacks of different wired and wireless connection methods:
 - audio/video data
 - communication
 - device control
 - data collection and monitoring
 - file transfer and backup.
- Understand common networks used by organisations:
 - mobile/cellular
 - local area network (LAN)
 - wide area network (WAN)
 - personal area network (PAN).

- Understand when and how networks and connections are used individually and/or in combination with others.
- Understand factors affecting the performance of communication methods and networks:
 - volume of data
 - bandwidth
 - latency
 - hardware
 - software.

C IT service delivery

Learners should understand the needs of an organisation to recommend IT services that will support the organisation and its stakeholders. They should be able to provide IT recommendations by using a range of documents.

C1 Service identification

Learners should be able to recommend an integrated solution that meets identified needs.

- Identify IT services that could form part of an IT service delivery solution by drawing on knowledge of:
 - the purpose and type of an organisation
 - the aims and needs of an organisation
 - tasks to be performed by an organisation or individuals
 - the services or products an organisation provides
 - customer experience, including:
 - needs, expectations, how product/service is delivered and will be consumed
 - staff – needs, working styles and patterns
 - location – staff, customers, premises, market/service delivery point.
- Describe how the features and or characteristics of an IT service would complete an identified task or contribute to meeting an identified need.
- Understand the difference between information and data and identify when each is used to inform and support tasks performed by an organisation or individual.

C2 Recommend an IT service solution

Learners should be able to interpret and use a range of information related to IT service issues in order to recommend an IT service solution. Learners need to be able to:

- Identify known IT service issues from information provided:
 - stakeholder reviews
 - current IT service catalogue
 - organisations' needs
- Identify affected stakeholders
- Provide appropriate IT system diagrams that represent the hardware and software used in the recommended solution and how they work together (including connections to be used), diagrams may include:
 - data flow diagrams
 - network/system diagrams

D Impact and implications of an IT service delivery solution

Learners should understand that organisations continually change. They should be able to review an IT solution to meet these changes.

D1 Reviewing a solution

Review the effectiveness and appropriateness of IT service delivery solution to the identified needs of an organisation.

- Understand the contextual factors that affect the needs of an organisation and how these influence choices made during the 'service identification' and 'service delivery solution' stages of the life cycle.
- Be able to explain how specific features of the solution and its parts address the needs and contextual factors of a given scenario.
- Comparison to possible alternative solutions and justification of choices made during the proposal process.

D2 Benefits and limitations of a proposed IT solution

Consider the benefits and limitations of an IT service delivery solution as part of a larger review.

- Be able to discuss the benefits of a proposed IT solution, including:
 - impact on productivity
 - availability of services and/or products
 - customer satisfaction
 - reduction of operational costs
 - impact on security
 - accuracy of data and information
 - disaster prevention and recovery.
- Be able to discuss the drawbacks of the proposed IT solution and their implications, including:
 - limitation of features of chosen hardware and software
 - security considerations
 - availability of IT services and impact on the organisation's ability to provide products and services.
- Be able to analyse the potential impact of a proposed solution with consideration of:
 - number of users
 - location – users, systems, customers
 - user experience – ease of use, performance, availability, accessibility
 - use of in-house or outsourced/third-party systems and services – expertise of staff, training, service-level agreements (SLAs)
 - implementation/deployment of solution
 - scalability/customisation of system
 - legislation
 - maintenance.

Grade descriptors

To achieve a grade learners are expected to demonstrate these attributes across the essential content of the unit. The principle of best fit will apply in awarding grades.

Level 2 Pass

Learners are able to recall information to identify the needs of given organisations. They apply their knowledge of IT use in organisations to make suggestions of IT services that are appropriate for a given situation and can plan a solution that is capable of meeting most of the organisation's needs. They are able to review their work and make some sound evaluative comments as to the quality and appropriateness of the solutions they design. They communicate using appropriate technical language.

Level 2 Distinction

Learners are able to recall detailed information and more complex processes to identify the needs of given organisations and the wider implications that these needs have on the organisation and stakeholders. They effectively apply their knowledge of IT use in organisations to provide suggestions of IT services that show thorough knowledge of a given situation, making clear and relevant links between parts of the service. They can plan a solution that effectively and efficiently meets the organisation's needs. They are able to provide a balanced review of their work and make logical, developed evaluative comments as to the quality and appropriateness of the solutions they design. They communicate using technical language in a fluent and accurate manner.

UNIT 5: IT SERVICE SOLUTIONS

Keywords typically used in assessment

The following table shows the keywords that will be used consistently by Pearson in our assessments to ensure learners are rewarded for demonstrating the necessary skills.

Please note: the list below will not necessarily be used in every paper/session and is provided for guidance only.

Command or term	Definition
Analyse	Consider a given scenario or context and break down the problem into smaller parts to apply understanding and produce solutions or justify actions.
Customers	Any external recipient/user of an organisation's product or service. Both clients and consumers are considered as customers to an organisation.
Discuss	Consider different aspects of a topic, how they interrelate and the extent to which they are important.
Identify	Establish or indicate the origin, nature or definitive character of something.
Infrastructure	Hardware and software (local and remote) that is used to support IT service delivery.
IT service	Any activity or process (large or small) performed by an organisation that requires IT system(s) to achieve its aims, e.g. email, e-commerce, printing, collaboration software, design tools and automated manufacturing and other processes.
IT service catalogue	A document where all IT services for an organisation are identified by a unique and appropriate name and their requirements described.
IT service life cycle	A methodology for identifying, defining, planning and evaluating a solution to meet the IT service needs of an organisation.
IT system/technology system	An integrated set of software and hardware components for collecting, storing, and processing data and information, ranging from a single digital device to large networks of computers.
Justification	Give reasons or evidence in order to support an opinion and or decision, or to prove something right or reasonable.
Produce	Provide a solution, using a range of appropriate documents, which applies understanding of IT systems and processes to a given computing problem.
Rationale	Provide justified reasoning for a set of actions or decisions, supported by evidence.
Recommendation	A suggestion or proposal of an IT solution
Relevance	Important to the matter at hand.

Review	Providing a balanced consideration of the appropriateness, and possible implications of a scenario or outcome.
Stakeholders	A person or group that have an interest and/or are affected by issues related to the business (senior management, staff, customers, clients etc.)

Links to other units

This unit assesses the underpinning knowledge in:

- Unit 1: Set Up and Configure Technology Systems
- Unit 2: Exploring Current and Emerging Technologies
- Unit 3: Security Protection and Risk Management.

Employer involvement

This unit would benefit from employer involvement in the form of:

- learning activities/exercises (case studies, business problems etc.) set with input from industry practitioners
- units delivered or co-delivered by an industry practitioner(s). This could take the form of guest lectures.

Unit 7: Digital Applications Development

Level: **2**

Unit type: **Optional**

Assessment type: **Internal**

Guided learning hours: **60**

Unit in brief

Learners develop skills by exploring the concepts of digital application development, user interface (UI) design and testing to create a functional digital media product for a defined target audience.

Unit introduction

Digital media products are an essential part of working and individual life: we encounter digital products daily on a mobile, a desktop PC, a tablet or even on a smart TV. As technology advances, so do the developments in digital products and their uses in a business context. You will develop an exciting digital product based on a client's needs and explore coding and a variety of media production applications.

In this unit, you will develop the skills to create a digital application in a business context and make use of a variety of digital platforms to enhance this activity, challenging your development skills and creating a product using current technology. You will develop your product considering the user experience, demonstrating an understanding of why this is important in business and to the consumers who use the applications.

You will learn a range of transferable skills that apply to IT in a business context, preparing you for progression into employment or further study. Some example job roles relevant to this unit include junior developer, content coordinator, trainee mobile developer.

Learning aims

In this unit you will:

- A** Develop skills to produce a digital application for an organisational purpose
- B** Create a user interface design for an organisational purpose
- C** Create and test a digital application for an organisational purpose.

Unit summary

Learning aim	Key teaching areas	Summary of suggested assessment evidence
A Develop skills to produce a digital application for an organisational purpose	A1 Uses of digital applications A2 Digital media systems A3 Content management	A report or presentation identifying the features and functions of a range of digital media applications including hardware and software considerations.
B Create a user interface design for an organisational purpose	B1 Usability B2 User experience B3 User interface design	Digital portfolio displaying a range of sample code blocks and content components to be used in the development of a digital application. A report or presentation discussing usability and the relevant UI features.
C Create and test a digital application for an organisational purpose	C1 Planning the application C2 Creating a digital application C3 Testing applications	Create interface designs, considering how the interface will be usable and maximising visual appeal. Create planning documents for designs: flow chart/designs. Produce a digital application developed using appropriate digital media and interactive content. Produce a test plan with evidence of tests carried out.
Key teaching areas in this unit include:		
Sector skills	Knowledge	Transferable skills/behaviours
<ul style="list-style-type: none"> Using given information relating to IT architecture models together with business, data and HCI design deliverables to inform software development and testing activities Functionally test that given designs have been met 	<ul style="list-style-type: none"> The relationship between physical software design, data, and HCI design and software development 	<ul style="list-style-type: none"> Problem solving by providing a software solution for a given scenario, demonstrating making a variety of decisions to find solutions to a problem

Unit content

Knowledge and sector skills

Learning aim A: Develop skills to produce a digital application for an organisation's purpose

A1 Uses of digital applications

- Exploring a range of digital application types for organisational purposes and considering their impact and use.
- Exploring the features of digital applications and how they are developed and implemented for an organisational purpose.
- Considering a range of digital applications and how their characteristics can be used for a variety of purposes, such as:
 - marketing
 - sales
 - information
 - e-commerce
 - support services
 - financial
 - collaboration.
- Considering a range of real-world digital products and exploring their effectiveness for an organisational purpose. Key considerations to be included:
 - target audience
 - purpose
 - aesthetics, e.g. content and quality
 - copyright considerations
 - multimedia
 - interactivity
 - accessibility
 - importance of proofing content.

A2 Digital Content Systems

Creating different types of content for an organisational purpose.

- Media for printed visual products (e.g. posters, packaging, point of sale promotions, magazine/brochures, leaflets, flyers)
- Media for digital products (e.g. film, animation, interactive media, augmented reality, web banners, digital adverts, CGI)

Consider the purposes of visual products e.g. entertainment and leisure, communication and socialising, education and training, marketing, virtual reality simulations, publishing, customer service/support.

Consider the design fundamentals of creating digital media:

- raster/bitmap or vector
- dimension
- resolution
- house style
- layout
- white space

UNIT 7: DIGITAL APPLICATIONS DEVELOPMENT

- typography
- colour modes
- file types

Identify organisational needs:

- Audience e.g. gender, age, income, occupation, education, household size, stage in the family life cycle, accessibility, address, location, climate, personal attributes, (e.g. attitudes, values and lifestyle) existing or not existing customer
- message (i.e. who, what, where, when, how and why)
- design fundamentals
- budget
- deadlines
- existing branding
- delivery platform

Selecting appropriate software and hardware for creating digital media.

Identify appropriate software:

- vector graphics software (e.g. Corel Draw, Visio, Serif Draw Plus, Adobe Illustrator)
- raster graphics/bitmap software (e.g. Paintshop Pro, GIMP, Paint, Adobe Fireworks)
- dedicated manipulation software (e.g. Photoshop, Photoshop Elements, Serif PhotoPlus)
- web authoring (e.g. DreamWeaver, Serif Web 8, Microsoft Visual Studio)
- video editing (e.g. Adobe Premiere, Windows Movie Maker, Corel VideoStudio)
- animation package (e.g. Adobe Flash, Blender, GoAnimate)
- sound editing software (e.g. Adobe Audition, Audacity, WavePad)

Identify software considerations:

- file sizes (e.g. storage, file transfer, download speeds)
- compatibility (e.g. web technology, hardware (Mac/PC/mobile device, availability of software to run that file type)
- compression (e.g. lossy and lossless)

Identify appropriate hardware:

- specification (e.g. processor, memory, graphics card, sound card)
- devices (e.g. monitor, printer, digital camera, scanner, graphics tablet)
- file storage (e.g. CD ROM, hard drive, Cloud, USB).

Identify hardware considerations:

- processing speed
- graphics capabilities
- storage capacity
- peripheral needs with respect to scanners, cameras, printers and graphics tablets
- monitor capacity (e.g. size, refresh rate, etc.)

A3 Content management

- Exploring content management systems (CMS) and their use for developing digital applications.
- Creating and modifying components of digital applications in a CMS, including:
 - formatting and editing techniques:
 - common functions, e.g. text, graphics, fonts, text formatting, colour schemes, images
 - simple editor programs and file extensions
 - syntax conventions
 - interactive elements, e.g. rollover images, submit buttons, email forms
 - optimisation techniques, e.g. image, video, animation, sound, file size, format, dimensions, compression
 - good practice, such as:
 - consistent file and folder management
 - appropriate naming conventions
 - documentation of developments
 - ensuring accessibility, e.g. accessibility aids, readability, colour scheme, subtitles.

Learning aim B: Create a user interface design**B1 Usability**

- Usability and how this applies to mobile, web and desktop applications, with consideration of the following:
 - the importance of the term 'user experience'
 - usability and usability characteristics, e.g. visibility, control, feedback, consistency, error prevention, flexibility
 - assessing the usability of a range of applications such as websites, mobile and desktop applications
 - accessibility and how it applies to systems design and development.
- UI content features and their impact on usability, including:
 - [pointer](#), icons, [desktop](#): grouping of icons, [menus](#), images, text formatting, colours and general user appeal
 - text size, colour with no background, colour clash
 - ensuring icons are easy to see and identify
 - sounds
 - timing
 - general styles
 - provisions for ease of access
 - sourced assets, e.g. videos, images.
- Consider and use:
 - input controls, i.e. buttons, text fields, checkboxes, radio buttons, drop-down lists, list boxes, toggles, date field
 - navigational components, i.e. breadcrumb, slider, search field, pagination, slider, tags, icons
 - informational components, i.e. tooltips, icons, progress bar, notifications, message boxes, modal windows.

B2 User experience

- Learners will consider graphical elements of UI design and their impact on the user experience, applying these techniques to their own designs. Consideration should include:
 - keeping the interface simple
 - creating consistency and using common UI elements
 - being purposeful in page layout
 - strategically using colour, texture and text styles
 - ensuring there is no cognitive overload.
- The concept of visual appeal and how systems can be designed to have a strong visual appeal for the user, including:
 - the visual appeal of a system design and its importance to a user
 - UI design and how it can be applied
 - interaction design
 - how user experience is impacted by the user's technical level, e.g. novice to advanced
 - the impact of a poor user experience on the user
 - the impact on the business of a poorly-designed user experience
 - accessibility of the systems for a range of users.

B3 User interface design

Learners will design a UI for a given scenario, applying knowledge of UI design and demonstrating application of the following in their designs.

- Principles of UI design, including:
 - input controls
 - navigation components
 - information components.
- UI for a given scenario, taking into account:
 - simplicity
 - consistency
 - layout
 - colour/texture
 - typography
 - communication, i.e. the system provides the user with feedback
 - shortcuts
 - user skill levels, i.e. a novice to advanced user can use the system in a way suitable for them.
- A range of media formats for a rich user experience, including:
 - audio files, e.g. .wav, .aiff, .flac, .mp3
 - image files, e.g. .jpeg, .gif
 - video files, e.g. .mpg, .avi, .mov, .wmv
 - animations, e.g. flash, animated GIFs.

Learning aim C: Create and test a digital application for an organisational purpose**C1 Planning the application**

- Planning methods for planning a digital application, such as:
 - flow charts
 - Gantt charts
- Screen layout design and how it relates to user experience:
 - input of data, e.g. input boxes, drop-down lists, screen prompts
 - output of information, e.g. colour, position, content
 - usability.

C2 Creating a digital application

- Developing media for a digital application using a CMS.
- Demonstrating the creation of a digital application, including:
 - creating a range of interactive content using a CMS
 - editing a range of types of content, e.g. image, video, audio, animations and text elements
 - creating a range of forms and templates in the CMS
 - creating an overall style for the application, considering a range of design features

C3 Testing applications

- The concepts of testing applications and the tools and techniques used, to include:
 - the purpose of testing
 - the stages of testing, including alpha, beta and user acceptance
 - the tools and techniques available when testing a software application, e.g. debugging tools, step through, break points
 - the difference between functional and non-functional testing, including white box and black box testing
 - developing test plans, including appropriate test cases
 - creating test plans, including the test, purpose, expected result, actual result, errors and actions and the improvements to be made.
- Test plan, which includes consideration of functional and non-functional elements and the following design principles:
 - functionality, e.g. working internal/external navigation, content loads/works
 - usability, e.g. clear navigation, easy to use, speed
 - accuracy of content, e.g. spellchecked and proofread
 - readability, e.g. text readable with background colour, size and font are legible
 - accessibility, e.g. viewable in different screen resolutions and on phone/tablet with varying screen size
 - overall performance, e.g. the product does what it is required and designed to do and works on the identified platform(s).
- Exploring the role of a software tester by testing peers' developed products by utilising their pre-produced test plan.
- Obtaining test feedback from peers.

Transferable skills**Problem solving**

- Functionally test that given designs have been met.
- Problem solving by providing a software solution for a given scenario, demonstrating making a variety of decisions to find solutions to a problem

Developing practical and technical skills

- Understand the relationship between physical software design, data and human-computer interaction (HCI) design and software development.

Thinking skills and adaptability

- Using given information relating to IT architecture models together with business, data and HCI design deliverables to inform software development and testing activities.

Assessment criteria

Pass	Merit	Distinction
Learning aim A: Develop skills to produce a digital application for an organisational purpose		
A.P1 Produce digital content for an application and identify digital applications suitable for the creation of digital content considering both hardware and software requirements to meet and organisational need.	A.M1 Explain digital applications suitable for the creation of digital content considering both hardware and software requirements to meet and organisational need and produce a range of digital content within a content management system to meet organisational needs.	A.D1 Justify choice digital applications suitable for the creation of digital content considering both hardware and software requirements to meet and organisational need and produce a range of interactive digital content within a content management system to meet organisational needs.
Learning aim B: Create a user interface design		
B.P2 Create a UI design, identifying the key usability and accessibility features included.	B.M2 Create a UI design, explaining the key usability and accessibility features included.	B.D2 Create a UI design independently, justifying the design against user requirements, highlighting the key usability and accessibility features and providing alternative solutions.
Learning aim C: Create and test a digital application for an organisational purpose		
C.P3 Create a digital media within a content management system.	C.M3 Create a range of interactive digital media to produce a functional digital application within a content management system, making an improvement based on user feedback.	C.D3 Create a range of interactive digital media to produce a multi-functional digital application within a content management system, making significant improvements based on user feedback.
C.P4 Test a digital application, providing feedback and a completed test plan, including two positive comments and one area for development.		

Essential information for assessment decisions

Learning aim A

For distinction standard, learners will:

- produce a series of high-quality components to be used in a CMS that demonstrates high levels of creativity. The content created will be seamlessly linked to the unique code created to enhance the quality of the digital product.
- Clearly discuss rationale for choice of CMS referring to a range of hardware and software features that support the enhancement of the digital media being created.

For merit standard, learners will:

- produce a series of components to be used in a CMS that demonstrates some creativity in their production.
- Explain choice of CMS referring to some hardware and software features relevant to the creation of digital media being created.

For pass standard, learners will:

- produce a series of components to be used in a CMS that takes the format of text, graphical elements and interactive components.
- Identify a CMS that could be used for the creation of digital media identifying one hardware and one software feature relevant to the creation of digital media.

Learning aim B

For distinction standard, learners will:

- produce a complex and high-quality UI design, working independently and detailing considered use of usability and accessibility features. The designs produced will contain alternative solutions for review by the client.

For merit standard, learners will:

- produce a UI design of acceptable quality, demonstrating some consideration for usability and accessibility features, and requiring some assistance.

For pass standard, learners will:

- produce a UI design of simple quality, using some key components and demonstrating the ability to identify usability and accessibility features in their simplest form.

Learning aim C

For distinction standard, learners will:

- produce a comprehensive, multifunctional interactive digital application, working independently with a high level of consideration of user experience design and interface elements to accompany its functionality.
- demonstrate significant improvements to the product based on the test feedback gathered, all of which will be fully utilised to further improve the product and consider both interface and functional elements.

For merit standard, learners will:

- produce a multifunctional digital application with some interactive features. The application will demonstrate some consideration for user experience and interface elements
- demonstrate an improvement to the product based on the test feedback gathered, some of which will be used to improve one feature of the product.

For pass standard, learners will:

- produce a functional digital application creating some digital media content. The application produced may contain some functional elements but may not be fully functional.
- demonstrate following a test plan to test a digital application against a set of predefined criteria, providing simple feedback.

Assessment activity

The summative assessment activity takes place after learners have completed their formative development. The activity should be practical, be set in a realistic scenario and draw on learning from the unit, including the transferable skills. You will need to give learners a set period of time and number of hours in which to complete the activity. *Section 6* gives information on setting assignments and there is further information on our website.

A suggested structure for summative assessment is shown in the *Unit summary* section, along with suitable forms of evidence. This is for illustrative purposes only and can therefore be adapted to meet local needs or to assess across units where suitable opportunities exist. The information in the *Links to other units* section will be helpful in identifying opportunities for assessment across units.

The following scenario could be used to produce the required evidence for this unit. Centres are free to use comparable scenarios or other forms of evidence, provided that they meet the assessment requirements of the unit.

Suggested scenario

Your manager has asked you to plan, develop and test a digital application suitable for a client's requirements. You will produce content and designs for the desired digital application, including interface designs and the relevant documentation before the production of the application.

You will develop the digital application following standard conventions, which will contain a suitable interface and interactive elements, including input and output to the user.

Following the development of the application, you will conduct testing to gain feedback that can be used to review the product and to support a consideration of areas for further development.

If a retake is necessary, an alternative example must be used. The following is an example of a retake assessment activity.

The retake scenario will follow the same activity as above but providing a different scenario for learners to work from.

Your manager has asked you to plan, develop and test a digital application suitable for a client's requirements. You will produce content and designs for the desired digital application, including interface designs and the relevant documentation before the production of the application.

You will develop the digital application following standard conventions, which will contain a suitable interface and interactive elements, including input and output to the user.

Following the development of the application, you will conduct testing to gain feedback that can be used to review the product and to support a consideration of areas for further development.

Further information for tutors and assessors

Delivery guidance

The following are examples of practical activities and workshops that tutors could use when developing sector and transferable skills in the delivery of this unit. Wherever possible, practical activities should be used to help learners develop both personal and sector skills in preparation for the final assessment. These suggestions are not intended as a definitive guide to cover the full GLH of the unit.

Introduction to unit

A tutor-led discussion on the types of digital application that are used, their features and functions, and their use in a business context, including the impact on consumers. This should include the full range of application types included in the unit content and allow learners to explore the concepts discussed by sourcing real-world examples.

Learners develop their understanding of digital applications, identifying the different features and functions used to influence consumers and the impact this has on business. This will take the form of practical activity facilitated by tutor-led discussions.

Learners consider real-world case studies of digital applications and their effectiveness for a range of business purposes through group discussion activities.

Learners take part in group discussion activities to compare different types of digital applications, including their advantages and disadvantages for a range of business purposes.

Suggested time: about 4 hours.

Activity: Digital Media Systems

Tutor-led discussion on types of CMS and other applications used to create digital media content.

Learners will explore different organisational purposes for which digital media content may be created.

They will consider the hardware and software considerations required for selecting applications to design different types of content.

Learners will create a range of digital media content for different purposes using a range of different applications.

Suggested time: about 8 hours.

Activity: Content management

Learners create and modify a range of digital components to be used in a CMS. This should include a range of graphical and interactive components.

Suggested time: about 4 hours.

Activity: Usability and user experience

Learners explore the key concepts of usability and how graphical elements in an interface can have a positive and negative impact on the user experience. Learners explore real-world examples of a variety of interfaces, identifying key usability considerations and drawing comparisons between different products.

Learners explore how interfaces are designed to create a positive user experience, including the key components that they will use in their own designs.

Suggested time: about 4 hours.

Activity: UI design

Learners design their own interface for a given scenario, applying the principles of usability and user experience design. Their designs should include test, graphical and interactive elements.

Suggested time: about 6 hours.

UNIT 7: DIGITAL APPLICATIONS DEVELOPMENT

Activity: Develop a digital application

Learners plan a digital application for a given scenario, considering the digital media content, UI and input/output components required.

Learners will create a range of interactive digital content to be used within a CMS to produce a digital application for a given purpose.

Suggested time: about 10 hours.

Activity: Testing applications

Learners develop structured test plans for their own digital applications. Learners test a peer's digital application, utilising their test plan to gain a fuller appreciation of the role of a software tester.

Learners review their own application in the context of test feedback to suggest improvements to their developed application.

Suggested time: about 6 hours.

Essential resources

For this unit, learners will need access to a suitable:

- cross-platform mobile development environment
- content management system.

Links to other units

This unit has strong links to:

- Unit 1: Set Up and Configure Technology Systems
- Unit 2: Exploring Current and Emerging Technologies
- Unit 10: Organisational Uses for Digital Media Systems.

Employer involvement

This unit would benefit from employer involvement in the form of:

- guest speakers – particularly those working in a software development role
- case study materials for businesses that use digital applications for varying commercial purposes
- work experience in a small development or testing team
- support from local business staff as mentors in the areas of software development and testing.

Unit 10: Organisational Uses for Digital Media Systems

Level: **2**

Unit type: **Mandatory**

Assessment type: **Internal Synoptic**

Guided learning hours: **60**

Unit in brief

Learners develop multichannel digital technology solutions to meet a client's goals, exploring digital content systems and identifying key considerations when adopting across a whole organisation.

Unit introduction

Organisations have an ever-increasing reliance on the digital world to develop their organisational goals and reach out to new potential clients or stakeholders. Digital applications, such as digital systems and multichannel applications, are a fundamental part of an organisation's operations and expansion. Think about all the applications you use currently and how they can be viewed through a variety of platforms such as smart devices, gaming devices such as PlayStation® and Xbox®, smart TVs, and portable tablet devices.

In this unit, you will work on a project to plan and develop a suitable and functioning digital technology product to meet a client's organisational needs. You will develop a digital technology product according to the needs of a client, ensuring it is suitable for multichannel broadcast. While doing this, you will apply digital marketing methods and consider the importance of analytics software to inform future decisions.

Understanding and developing organisational uses for digital applications opens up numerous career opportunities in a variety of organisations that are not strictly in an IT-related field. The skills gained from this unit will enable you to progress to trainee/junior digital and creative media support, digital technology development or web and digital content development.

Learning aims

In this unit you will:

- A** Explore current digital media systems
- B** Develop a multichannel digital media system enhancement for organisational use
- C** Review the functionality and impact of a multichannel product.

UNIT 10: ORGANISATIONAL USES FOR DIGITAL MEDIA SYSTEMS

Unit summary

Learning aim	Key teaching areas	Summary of suggested assessment evidence
A Explore current digital media systems	A1 Explore uses of digital media systems A2 Evaluate the purpose and effectiveness of multichannel solutions A3 Issues with media content management	Presentation with footnotes/video with accompanying script. Case study with accompanying report. A report on content management.
B Develop a multichannel digital media system enhancement for organisational use	B1 Plan for content B2 Prepare prototypes B3 Develop a multichannel solution B4 Consider legal and ethical constraints	Presentation with footnotes. Content plan for a multichannel system.
C Test the functionality and impact of a multichannel product	C1 Test functionality and features C2 Analytics and impact C3 User feedback	Slideshow or showreel. Wireframes, prototypes, storyboards. Presentation with notes. Test plan. Data-driven presentation. Data collection methods.
Key teaching areas in this unit include:		
Sector skills	Knowledge	Transferable skills/behaviours
<ul style="list-style-type: none"> The process of selecting digital media systems using multichannel platforms and considering compatibility issues between a variety of platforms Feasibility plans and the criteria taken into consideration 	<ul style="list-style-type: none"> Digital media systems for the purposes of achieving business goals Digital technology system Maintaining the reputation of the organisation and keeping within the law when selecting media for an organisation 	<ul style="list-style-type: none"> Problem solving Managing information Working with data

Unit content

Knowledge and sector skills

Learning aim A: Explore current digital media systems

A1 Explore uses of digital media systems

- Exploring a variety of popular and common digital technology products available on multichannel platforms, including digital systems.
- Exploring digital media systems, e.g. blogs, wikis, forums, games websites, vlogs and digital audio.
- Identifying intended uses of digital media systems on multichannel platforms.

A2 Evaluate the purpose and effectiveness of multichannel solutions

- Considering the following points in establishing the effectiveness of a multichannel solution in organisations and how organisational goals are met:
 - brand awareness
 - customer loyalty
 - visibility
 - new customers
 - traffic
 - customer service and feedback
 - recruitment
 - sharing views
 - gathering data
 - appropriateness of each channel and how it is used.
- Evaluating the impact of an organisation's existing digital media systems in meeting their goals:
 - whether the digital system contributes to the organisational goals, and how
 - feedback left from clients
 - limitations and restraints of the digital systems, i.e. not allowing customers to speak to someone in real time, guest users
 - current and possible positive/negative impacts
 - recommendations for achieving long-term goals.

A3 Issues with media content management

- Considering the potential issues that can arise through using digital systems in an organisational context:
 - roles and responsibilities of staff
 - loss of reputation
 - time commitments, e.g. over/underposting, responses, maintenance
 - hackers, e.g. viruses, malware
 - negative customer relationships
 - staff training
 - lack of control
 - digital systems channel restrictions.
- Measuring outcomes:
 - positive outcomes, e.g. viral content, press coverage, customer engagement, increased sales, increased awareness
 - negative outcomes, e.g. legal action, negative press coverage, reduced sales, negative brand image.

UNIT 10: ORGANISATIONAL USES FOR DIGITAL MEDIA SYSTEMS

Learning aim B: Develop a multichannel digital media system enhancement for organisational use**B1 Plan for content**

- Creation of a digital technology content plan for a given scenario.
- Creation of a digital systems content plan related to a specific organisational scenario, including:
 - aim(s)
 - target audience
 - financial implications
 - type of content
 - themes
 - product links
 - timescales and milestones
 - channel(s)
 - legal/ethical constraints
 - general planning considerations.
- Creation of a plan, with consideration for the following planning elements:
 - timeframe, using SMART (specific, measureable, achievable, realistic, time bound) targets (learners must identify what element of the project takes place and at what point in time this occurs)
 - accessibility issues for resources, including resource availability and requirements.

B2 Prepare prototypes

- Preparing prototypes for the development of a multichannel product, such as a:
 - digital mobile product
 - web-based product.
- Planning:
 - visual, e.g. mood boards, mind maps, storyboards, sketching, audio-visual presentation
 - revisions made to designs based on group/peer feedback/evidence
 - verbal, e.g. discussions, meetings, thought shower, interviews or focus groups.

B3 Develop a multichannel solution

- Evidence showing the implementation of a digital media content plan, including a clear outline of areas of enhancement to meet business objectives.
- Design and create content making use of a range of formats:
 - images – visualisation diagrams, mood boards, primary or secondary information, copyright considerations
 - movies – storyboards, images, footage, text, time limits, file size and formats
 - podcasts – script, narration, music, time, file size and format
 - text – character restrictions, tone, font size, accuracy, style, layout.
- To include the following assets, such as:
 - text
 - still and moving images, graphics
 - sound
 - animation
 - games
 - interactive features and transitions, e.g. menus/submenus, buttons, links, pop-ups, video and sound clips.

B4 Consider legal and ethical constraints

- Understanding the importance of digital property rights.
- Monitoring usage and acting on comments.
- Potential of cyberbullying.
- Copyright implications, e.g. using images, videos from the internet. (This should take the form of learners justifying their use of media content, including the images they are deciding to use and their considerations when ensuring that the content does not breach copyright and other relevant laws such as plagiarism.)

Learning aim C: Review the functionality and impact of a multichannel product**C1 Test functionality and features**

- Functions and features of the product, e.g. text display, still and moving images, graphics, sound, animations, forms, menus/submenus, buttons, links, pop-ups, video and sound clips, and page transitions.
- Whether the system is fit for purpose.

C2 Analytics and impact

Use a variety of tools and techniques to evaluate the digital systems campaign and identify the impact on market share and growth.

- Measuring the impact of organisational digital systems usage.
- Common indicators, e.g. hits, visits, link clicks, length of visit, conversion rates.
- The creation of useful benchmarks (success criteria) based on common indicators.
- Comment on key success indicators such as:
 - growth in client base
 - additional sales, profitability
 - increased user interaction
 - increased customer satisfaction.
- Tools to analyse the effectiveness of digital systems use for organisations, including web analytics software:
 - Google Analytics™
 - Facebook Insights®
 - Hootsuite®/Klout®
 - TweetReach®.

C3 User feedback

- Surveys or questionnaires.
- Observations based on specific functionality.
- Focus groups.
- 1 : 1 interviews.
- Written feedback.
- Analysing data using spreadsheets/databases to show trends and how this could inform improvements/changes to the system.

Transferable skills

Problem solving

- Analysing a problem and resolving it, experimenting with a variety of digital technology platforms.

Managing information

- Working methodically to plan the development of a digital media system.

Working with data

- Communicating data to a variety of technical and non-technical audiences

Assessment criteria

Pass	Merit	Distinction
Learning aim A: Explore current digital media systems		
A.P1 Present the purpose and business features of multichannel systems.	A.M1 Investigate the impact of using a multichannel system to meet the goals of the organisation.	A.D1 Investigate why organisations use multichannel systems and strategies and consider how the functions and features of their systems allow the achievement of their goals.
Learning aim B: Develop a multichannel digital media system enhancement for organisational use		
B.P2 Create a content plan for a multichannel system that enhances an organisation’s objectives.	B.M2 Develop a multichannel solution for an organisation, with consideration of the organisational goals and copyright issues.	B.D2 Develop relevant enhancements for an existing digital media system that is suitable for multichannel platforms, considering the organisation’s goals and purpose for the campaign with clear consideration of legal and ethical issues.
B.P3 Create well-structured prototypes for the development of a multichannel system to further enhance organisational objectives.		
Learning aim C: Review the functionality and impact of a multichannel product		
C.P4 Test the full functionality and the features of the multichannel system, linking functionality to organisational goals.	C.M3 Gather user feedback from a variety of audiences using different feedback methods for functionality and quality, and identify areas for development, with consideration of the key points suggested by feedback.	D.D3 Evaluate changes to the multichannel system using analytics tools, organising data to an appropriate visual format to assess impact using key success criteria.

Essential information for assessment decisions

Learning aim A

For distinction standard, learners will:

- conduct a case study of a real organisation, evaluating why they have decided to use their systems to meet the organisational objectives, along with how effective this currently is
- consider the issues that can occur with the use of digital systems, as covered in the unit content, with specific insight into negative ratings/review/comments and how these can affect an organisation's reputation, along with the measures used to avoid this from happening.

For merit standard, learners will:

- highlight the importance of the digital strategies used in an organisation, appreciating the importance of these tools. Learners will consider the impact of the adoption of such systems in some detail, providing a balance of the positive and negative.

For pass standard, learners will:

- look at a variety of popular digital technologies and categorise their uses, also noting the common platforms used for viewing by a variety of organisations, for example eBay® may be closely related to selling products but some organisations would also use eBay for marketing, and PlayStation Plus may be associated with gaming but organisations in that field will also use this platform to their advantage in other ways.

Learning aim B

For distinction standard, learners will:

- produce a multichannel solution that is fully functioning, with a fully-detailed plan and prototype, and consisting of the final product along with an evaluation of analytics data to inform the impact of the system. Learners will include a thorough identification of the legal and ethical considerations for the product, as well as an overview of the impacts of those considerations
- prepare prototypes, providing the different versions developed from feedback and clearly indicating what each segment of the product would do, along with the associated menus/pages and the viewing requirements for the channel this is to be developed for, e.g. web, portable devices/mobile phones.

For merit standard, learners will:

- consider a range of legal and ethical issues relating to content management, ranging from copyright to moderation and any potential security issues, with possible steps that could be taken to minimise them.
- produce a multichannel solution which has the majority of the expected functionality working. There will be some evidence of the suitability to the organisations needs through planning documents. **For pass standard**, learners will:
- provide evidence of research into a real organisation's objectives, establishing the type of content they feel should be included to enhance them and considering the suitability of the application to achieve this.
- Provide a prototype for a multichannel solution that may not be clear in its purpose or design but should meet some of the organisation's needs. The functionality will be limited although there should be evidence of a design.

Learning aim C

For distinction standard, learners will:

- use a variety of analytics tools and consider the overall success factors of their digital marketing campaign. Learners will identify any positive and negative trends, e.g. perhaps they do not attract the desired client base for their product or achieve the desired number of hits. Learners will use data to identify these trends along with any possible solutions worthy of implementation to ensure that the end product is successful.

For merit standard, learners will:

- gather user feedback regarding their digital technology tool and, using a range of methods such as interviews, focus groups and questionnaires, identify areas that they could further develop and improve.

For pass standard, learners will:

- use their plan to fully test their product, commenting on whether the desired output was achieved through testing, stating clearly where not and identifying the changes to be made to ensure that the desired output is achieved.

Assessment activity

The summative assessment activity takes place after learners have completed their formative development. The activity should be practical, be set in a realistic scenario and draw on learning from the unit, including the transferable skills. You will need to give learners a set period of time and number of hours in which to complete the activity. *Section 6* gives information on setting assignments and there is further information on our website.

A suggested structure for summative assessment is shown in the *Unit summary* section, along with suitable forms of evidence. This is for illustrative purposes only and can therefore be adapted to meet local needs or to assess across units where suitable opportunities exist. The information in the *Links to other units* section will be helpful in identifying opportunities for assessment across units.

The following scenario could be used to produce the required evidence for this unit. Centres are free to use comparable scenarios or other forms of evidence, provided that they meet the assessment requirements of the unit.

Suggested scenario

You are working as a junior IT technician. Owing to your excellent performance, your manager has decided that you will lead on a project that explores digital media systems used in organisations and the importance of using these systems as a basis for marketing strategies.

As a result you will explore the potential of a variety of digital systems and their uses. Additionally, you will evaluate the current systems in place within the organisation and suggest any enhancements, developing them into a usable system.

You will then test your product for functionality and gain user feedback. Following this, you will make suggested improvements to your product and measure the success of your innovative digital media system, using a variety of analytics tools and success criteria to judge its success.

If a retake is necessary, an alternative example must be used. The following is an example of a retake assessment activity.

You have been assigned to work on a project on behalf of your learning establishment to help improve the existing digital media systems used to enhance the organisational business goals. You must plan your idea using prototyping. You must collate feedback from others and act on suggestions made to your digital media product. You will use analytics data and judge the success of your product by using key success criteria.

Further information for tutors and assessors

Delivery guidance

The following are examples of practical activities and workshops that tutors could use when developing sector and transferable skills in the delivery of this unit. Wherever possible, practical activities should be used to help learners develop both personal and sector skills in preparation for the final assessment. These suggestions are not intended as a definitive guide to cover the full GLH of the unit.

Introduction to unit

Learners are introduced to a variety of digital systems, including social media. Learners test and explore their full functionality, with the objective of linking the functionality of these systems to business use. In a practical situation (and in groups so that they may learn from their peers) they consider the effectiveness of these products for use on multichannel platforms.

Learners categorise types of digital media according to their best use, e.g. selling, promoting, reaching out, communicating, gaining user feedback, and they evaluate the types of business uses for digital systems.

Suggested time: about 4 hours.

Activity: Planning

Learners are introduced to the theoretical planning methods used before implementing a multichannel system. Learners consider the organisation for which they will plan a system enhancement and the types of ethical and legal considerations they will have to observe before implementation.

Learners provide an outline and a brief synopsis of their anticipated enhancement, and detail a range of suitability variables, supported by a tutor-led discussion.

Suggested time: about 4 hours.

Activity: Prototyping

Learners are introduced to the concept of prototyping, to include storyboarding and wire-framing ideas. Prototypes should contain a detailed graphical representation of the final profile to be developed. Learners should start to think about suitability.

Suggested time: about 4 hours.

Activity: Designing and testing

Learners create a multichannel system enhancement and ensure that the appropriate assets and content is fully functioning with a variety of interactive features, using their testing plan to ensure this. The enhancement must follow content planning. Learners create a product using a suitable tool or combination of tools. They will log details in a test plan as well as gain feedback from peer testers.

Suggested time: about 6 hours.

Activity: Feedback and development

Learners collate as much feedback as possible regarding their system: this could include peer assessment and feedback from a specialist, and would use a variety of methods.

Learners provide evidence of feedback on their finalised product, demonstrating that they have taken into consideration previous feedback. Learners must use analytics and success criteria to assess the viability of their product; a variety of online applications can be used for this.

Learners collate feedback from peers or industry professionals using a variety of methods. They display findings in the form of statistics developed into visual data, including the use of charts and graphs.

Suggested time: about 4 hours.

UNIT 10: ORGANISATIONAL USES FOR DIGITAL MEDIA SYSTEMS**Essential resources**

For this unit, learners will need access to an unrestricted use of a variety of digital media systems, including social media.

Links to other units

This unit draws on the knowledge and skills taught in:

- Unit 1: Set up and Configure Technology Systems
- Unit 2: Exploring Current and Emerging Technologies
- Unit 7: Digital Application Development.

Employer involvement

This unit would benefit from employer involvement in the form of:

- case study material that includes digital media tools and their purposes in achieving organisational goals
- design/ideas, in particular examples of storyboards, wire framing and prototyping, to contribute to project materials
- work experience, especially in an organisation that conducts high levels of business using online platforms
- employer business materials as exemplars, in particular to demonstrate the ways in which the organisation uses digital media systems to achieve a number of their goals
- support from local business staff as mentors, which would be beneficial in the testing and feedback elements of this unit

Further information for tutors and assessors

Delivery guidance

The following are examples of practical activities and workshops that tutors could use when developing sector and transferable skills in the delivery of this unit. Wherever possible, practical activities should be used to help learners develop both personal and sector skills in preparation for the final assessment. These suggestions are not intended as a definitive guide to cover the full GLH of the unit.

Introduction to unit

A tutor-led discussion on the types of digital application that are used, their features and functions, and their use in a business context, including the impact on consumers. This should include the full range of application types included in the unit content and allow learners to explore the concepts discussed by sourcing real-world examples.

Learners develop their understanding of digital applications, identifying the different features and functions used to influence consumers and the impact this has on business. This will take the form of practical activity facilitated by tutor-led discussions.

Learners consider real-world case studies of digital applications and their effectiveness for a range of business purposes through group discussion activities.

Learners take part in group discussion activities to compare different types of digital applications, including their advantages and disadvantages for a range of business purposes.

Suggested time: about 4 hours.

Activity: Digital Media Systems

Tutor-led discussion on types of CMS and other applications used to create digital media content. Learners will explore different organisational purposes for which digital media content may be created.

They will consider the hardware and software considerations required for selecting applications to design different types of content.

Learners will create a range of digital media content for different purposes using a range of different applications.

Suggested time: about 8 hours.

Activity: Content management

Learners create and modify a range of digital components to be used in a CMS. This should include a range of graphical and interactive components.

Suggested time: about 4 hours.

Activity: Usability and user experience

Learners explore the key concepts of usability and how graphical elements in an interface can have a positive and negative impact on the user experience. Learners explore real-world examples of a variety of interfaces, identifying key usability considerations and drawing comparisons between different products.

Learners explore how interfaces are designed to create a positive user experience, including the key components that they will use in their own designs.

Suggested time: about 4 hours.

UNIT 10: ORGANISATIONAL USES FOR DIGITAL MEDIA SYSTEMS

Activity: UI design

Learners design their own interface for a given scenario, applying the principles of usability and user experience design. Their designs should include test, graphical and interactive elements.

Suggested time: about 6 hours.

Activity: Develop a digital application

Learners plan a digital application for a given scenario, considering the digital media content, UI and input/output components required.

Learners will create a range of interactive digital content to be used within a CMS to produce a digital application for a given purpose.

Suggested time: about 10 hours.

Activity: Testing applications

Learners develop structured test plans for their own digital applications. Learners test a peer's digital application, utilising their test plan to gain a fuller appreciation of the role of a software tester.

Learners review their own application in the context of test feedback to suggest improvements to their developed application.

Suggested time: about 6 hours.

Essential resources

For this unit, learners will need access to a suitable:

- cross-platform mobile development environment
- content management system.

Links to other units

This unit has strong links to:

- Unit 1: Set Up and Configure Technology Systems
- Unit 2: Exploring Current and Emerging Technology
- Unit 10: Organisational Uses of Digital Applications.

Employer involvement

This unit would benefit from employer involvement in the form of:

- guest speakers – particularly those working in a software development role
- case study materials for businesses that use digital applications for varying commercial purposes
- work experience in a small development or testing team
- support from local business staff as mentors in the areas of software development and testing.

4 Planning your programme

Is there a learner entry requirement?

As a centre, it is your responsibility to ensure that recruited learners have a reasonable expectation of success on the programme. There are no formal entry requirements but we expect learners to have qualifications at or equivalent to Level 1.

Learners are most likely to succeed if they have:

- three or four GCSEs at intermediate grades and/or
- BTEC qualification(s) achieved at least at Level 1
- at least Level 1 equivalent achievement in English and mathematics through GCSE or Functional Skills.

Learners may demonstrate ability to succeed in various ways. For example, learners may have relevant work experience or specific aptitude shown through diagnostic tests or non-education experience.

What is involved in becoming an approved centre?

All centres must be approved before they can offer this qualification – so that you are ready to assess learners and so that we can provide the support needed. Further information is given in *Section 8 Administrative arrangements*.

What level of sector knowledge is needed to deliver this qualification?

We do not set any requirements for tutors but expect centres to assess the overall skills and knowledge of the teaching team to ensure that they are relevant and up to date with current industry practice. This will give learners a rich programme to prepare them for progression.

What resources are required to deliver this qualification?

As part of your centre approval, you will need to show that the necessary material resources and workspaces are available to deliver the qualification. For some units, specific resources are required.

What makes good vocational teaching?

The approach to vocational teaching must be led by what is right for the particular sector. Therefore, each unit includes delivery guidance and suggested assessment tasks. Using the delivery guidance and suggested assessment tasks and our additional free delivery guidance and assignment briefs, you can build a course that contextualises learning in real-life and/or employment scenarios. This will draw in naturally the kind of broader attributes valued in the sector, for example problem solving when creating digital applications, as well as the more general skills needed in work that fit well with project-based learning, for example teamwork, independent learning.

What are the requirements for meaningful employer involvement?

This qualification has been designed as a Technical Certificate qualification and as an approved centre you are required to ensure that during their study, every learner has access to meaningful activity involving employers. See *Section 2 Structure* and *Section 9 Quality Assurance* for the requirements for employer involvement.

Support for employer involvement

It is important that you give learners opportunities that are of high quality and that are directly relevant to their study. We will support you in this through guidance materials and by giving you examples of best practice. See *Section 11 Resources and support* for details of the support available, including the Work Experience Toolkit.

What support is available for delivery and assessment?

We provide a wealth of support materials, including schemes of learning, delivery plans, assignment briefs, additional papers for external assessments and examples of marked learner work.

To support you with planning your assessments, you will be allocated a Standards Verifier early in the planning stage. There will be extensive training programmes and support from our Subject Advisor team.

For further details see *Section 11 Resources and support*.

How will my learners become more employable through this qualification?

This qualification is aligned to the National Occupation standard Performing Software Development Under Supervision.

Learners will be acquiring the key technical and sector knowledge, and practical and technical skills that employers need. Employability skills, such as teamwork and communication, and completing realistic tasks have been built into the design of the learning aims and content. This gives tutors the opportunity to use relevant contexts, scenarios and materials to enable learners to develop a portfolio of evidence that demonstrates the breadth of their skills and knowledge in a way that equips them for employment.

5 Assessment structure

The BTEC Level 2 Technical Diploma in Digital Technology (Digital Applications) is assessed using a combination of *internal assessments*, which are set and marked by tutors, and *external assessments*, which are set and marked by Pearson.

We have taken great care to ensure that the assessment method chosen is appropriate to the content of the unit and is in line with requirements from employers.

In developing an overall plan for delivery and assessment for the programme, you will need to consider the order in which you deliver units, whether delivery is over short or long periods and when assessment can take place.

One internally-assessed unit in the qualification is defined as synoptic (see *Section 2 Structure*). A synoptic assessment is one that a learner should take later in a programme and in which they will be expected to apply learning from a range of units. As such, you must plan the assignments so that learners can demonstrate learning from across their programme.

We have addressed the need to ensure that the time allocated to final assessment of internal and external units is reasonable so that there is sufficient time for teaching and learning, formative assessment and development of transferable skills.

In administering internal and external assessment, the centre needs to be aware of the specific procedures and policies that apply, for example to registration, entries and results. An overview with signposting to relevant documents is given in *Section 8 Administration arrangements*.

6 Internal assessment

This section gives an overview of the key features of internal assessment and how you, as an approved centre, can offer it effectively. The full requirements and operational information are given in the *Pearson Guide to Quality Assurance* available on our website. All members of the assessment team need to refer to this document.

For this qualification, it is important that you can meet the expectations of stakeholders and the needs of learners by providing a programme that is practical and applied. You can tailor programmes to meet local needs and use links with local employers and the wider vocational sector.

When internal assessment is operated effectively, it is challenging, engaging, practical and up to date. It must also be fair to all learners and meet national standards.

Principles of internal assessment

Our approach to internal assessment for this qualification offers flexibility in how and when you assess learners, provided that you meet assessment and quality assurance requirements. You will need to take account of the requirements of the unit format, which we explain in *Section 3 Units*, and the requirements for delivering assessment given in *Section 8 Administrative arrangements*.

Operating internal assessment

The assessment team

It is important that there is an effective team for internal assessment so that all assessment is planned and verified. For this qualification, it is likely that the team will be small but it is still necessary to ensure that the assessment process is followed. Full information is given in the *Pearson Guide to Quality Assurance*.

The key roles are:

- the Lead Internal Verifier (Lead IV) for the qualification has responsibility for the planning, record keeping and standard setting for the qualification. The Lead IV registers with Pearson annually and organises training using our support materials
- Internal Verifiers (IVs) check that assignments and assessment decisions are valid and that they meet our requirements. In a small team, all people will normally be assessors and IVs. No one can verify their own actions as an assessor
- assessors set or use assignments to assess learners to national standards.

Planning and record keeping

The Lead IV should make sure that there is a plan for assessment of the internally-assessed units and maintain records of assessment undertaken. The key records are:

- verification of assignment briefs
- learner authentication declarations
- assessor decisions on assignments, with feedback given to learners
- verification of assessment decisions.

Examples of records and further information are given in the *Pearson Guide to Quality Assurance*.

Effective organisation

Internal assessment needs to be well organised so that learners' progress can be tracked and so that we can monitor that assessment is being carried out in line with national standards. We support you through, for example, providing training materials and sample documentation. Our online myBTEC service can help support you in planning and record keeping. Further information on using myBTEC can be found in *Section 11 Resources and support* and on our website.

It is particularly important that you manage the overall assignment programme and deadlines to make sure that learners are able to complete assignments on time.

Learner preparation

To ensure that you provide effective assessment for your learners, you need to make sure that they understand their responsibilities for assessment and the centre's arrangements.

From induction onwards, you will want to ensure that learners are motivated to work consistently and independently to achieve the requirements of the qualification. Learners need to understand how assignments are used, the importance of meeting assignment deadlines and that all the work submitted for assessment must be their own.

You will need to give learners a guide that explains how assignments are used for assessment, how assignments relate to the teaching programme and how they should use and reference source materials, including what would constitute plagiarism. The guide should also set out your approach to operating assessment, such as how learners must submit work and request extensions.

You are encouraged to employ a range of formative assessment approaches before putting learners through to the assignments to formally assess the units. Formative assessment supports teaching and learning, and should be ongoing throughout the learning process. It enables tutors to enhance learning by giving learners constructive feedback so that they can identify their strengths and weaknesses, and to put measures in place to target areas that need work. Formative assessment approaches that incorporate reflective learning and regular skills assessment are important in encouraging self-development and reflective practice, to ensure that learners progress.

Setting assignments

An assignment is issued to learners as an assignment brief with a defined start date, a completion date and clear requirements for the evidence that they need to provide. This assignment will be separate from the practice and exploration activities that have been used during the learning period, and learners must understand that the assignment is being used to judge the learning aims. There may be specific, observed practical components during the assignment period. Assignments can be divided into tasks and may require several forms of evidence. A valid assignment will enable a clear and formal assessment outcome, based on the assessment criteria.

When setting your assignments, you need to work with the information given in the *Essential information for assessment decisions* and the *Assessment activity* sections of the units. You can choose to use the suggested scenarios or to adapt them to take account of local circumstances, provided that assignments are verified.

In designing your own assignment briefs you should bear in mind the following points.

- A learning aim must always be assessed as a whole and must not be split into two or more tasks.
- Assignments must be structured to allow learners to demonstrate the full range of achievement at all grade levels. Learners need to be treated fairly by being given the opportunity to achieve a higher grade if they have the ability.
- Learners should be given clear tasks, activities and structures for evidence; the criteria should not be given as tasks.
- You must ensure that assignments for synoptic assessment are designed to enable learners to draw on the specific units identified and demonstrate that they can identify and use effectively an appropriate selection of skills, techniques, concepts, theories and knowledge in an integrated way. Assignments for the synoptic unit will be monitored at programme level as part of the standards verification process to ensure that they encourage learners to select and apply their learning from across the qualification in an integrated way.
- Where there is a requirement for assessment to be conducted in the real work environment (mandatory work placement), assignments must be designed to facilitate this. Where there is no mandatory requirement for workplace assessment but learners will be in work placement or work experience settings as a part of the programme, then it would be worthwhile if these assignments were also designed for completion in the real work environment. You must ensure that the work placement or work experience setting gives learners the opportunity to achieve at all grade levels.

As assignments provide a final assessment, they will draw on the specified range of teaching content for the learning objective. The specified teaching content is compulsory. The evidence for assessment need not cover every aspect of the teaching content as learners will normally be given particular examples, case studies or contexts in their assignments. For example, if a learner is carrying out a practical performance, then they must address all the relevant range of content that applies in that instance.

An assignment brief should have:

- a vocational scenario or context that motivates the learner to apply their learning through the assignment
- an audience or purpose for which the evidence is being provided
- clear instructions to the learner about what they are required to do, normally set out through a series of tasks.

Forms of evidence

The units allow for a variety of forms of evidence to be used, provided that they are suited to the type of learning aim and the learner being assessed. For most units, the practical demonstration of skills is necessary. The units give you information on suitable forms of evidence that would give learners the opportunity to apply a range of transferable and sector skills. Centres may choose to use different suitable forms for evidence to those proposed. Overall, learners should be assessed using varied forms of evidence.

The main forms of evidence include:

- observation and recordings of practical tasks or performance in the workplace with supporting evidence
- projects
- recordings of role play, interviews and other types of simulated activity
- oral or written presentations with assessor questioning
- work logbooks and reflective journals.

It is important to note that an observation record is a source of evidence and does not confer an assessment decision. It must be sufficiently detailed to enable others to make a judgement about the quality and sufficiency of the performance and must document clearly the rationale for the assessment decision. Observation records should be accompanied by supporting evidence, which may take the form of videos, audio recordings, photographs, preparation notes, learner logs and other similar types of record.

The form(s) of evidence selected must allow:

- the learner to provide all the evidence required for the learning aim(s) and the associated assessment criteria at all grade levels
- the learner to produce evidence that is their own independent work
- a verifier to independently reassess the learner to check the assessor's decisions.

Centres need to take particular care in ensuring that learners produce independent work.

Making valid assessment decisions

Assessment decisions through applying unit-based criteria

Assessment decisions for this qualification are based on the specific criteria given in each unit and set at each grade level. The way in which individual units are written provides a balance of assessment of sector-specific knowledge, technical and practical skills, and transferable skills appropriate to the purpose of the qualification.

Pass, Merit and Distinction criteria all relate to individual learning aims. The assessment criteria for a unit are hierarchical and holistic where, in satisfying the M criteria, a learner would also have satisfied the P criteria. The unit assessment grid shows the relationships of the criteria so that assessors can apply all the criteria to the learner's evidence at the same time.

Assessors must show how they have reached their decisions using the criteria in the assessment records. When a learner has completed all the assessment for a unit then the assessment team will give a grade for the unit. This is given according to the highest level for which the learner is judged to have met all the criteria. Therefore:

- to achieve a Distinction, a learner must have satisfied all the Distinction criteria (and all the Pass and Merit criteria); these define outstanding performance across the unit as a whole
- to achieve a Merit, a learner must have satisfied all the Merit criteria (and all the Pass criteria) through high performance in each learning aim
- to achieve a Pass, a learner must have satisfied all the Pass criteria for the learning aims, showing coverage of the unit content and therefore attainment at Level 2 of the national framework.

The award of a Pass is a defined level of performance and cannot be given solely on the basis of a learner completing assignments. Learners who do not satisfy the Pass criteria should be reported as Unclassified.

Making assessment decisions using criteria

As an assessor, you review authenticated learner work and make judgements on standards using the assessment criteria and the supporting information provided in units and training materials. The evidence from a learner can be judged using all the relevant criteria at the same time. The assessor needs to make a judgement against each criterion that evidence is present and sufficiently comprehensive.

Assessors should use the following information and support in reaching assessment decisions:

- the *Essential information for assessment decisions* section in each unit
- your Lead IV and assessment team's collective experience, supported by the standardisation materials we provide.

Once the team has agreed the outcome, a formal assessment decision is recorded and reported to learners. The information given:

- must show the formal decision and indicate where criteria have been met
- may show where attainment against criteria has not been demonstrated
- avoid giving direct, specific instructions on how the learner can improve the evidence to achieve a higher grade.

Authenticity of learner work

Assessors must ensure that evidence is authentic to a learner through setting valid assignments and supervising them during the assessment period. Assessors must take care not to provide direct input, instructions or specific feedback that may compromise authenticity.

Once an assessment has begun, learners must not be given feedback that relates specifically to their evidence and how it can be improved, learners must work independently.

An assessor must assess only learner work that is authentic, i.e. learners' own independent work. Learners must authenticate the evidence that they provide for assessment through signing a declaration stating that it is their own work.

Assessors must complete a declaration that:

- the evidence submitted for this assignment is the learner's own
- the learner has clearly referenced any sources used in the work
- they understand that false declaration is a form of malpractice.

Centres can use Pearson templates or their own templates to document authentication.

During assessment, an assessor may suspect that some or all of the evidence from a learner is not authentic. The assessor must then take appropriate action using the centre's policies for malpractice. Further information is given in *Section 8 Administrative arrangements*.

Resubmission of improved evidence

An assignment provides the final assessment for the relevant learning aims and is normally a final assessment decision, except where the Lead IV approves one opportunity to resubmit improved evidence based on the completed assignment brief.

The Lead IV has the responsibility to make sure that resubmission is operated fairly. This means:

- checking that a learner can be reasonably expected to perform better through a second submission, for example that the learner has not performed as expected
- making sure that giving a further opportunity does not give an unfair advantage over other learners, for example through the opportunity to take account of feedback given to other learners
- checking that the learner will be able to provide improved evidence without further guidance and that the original evidence submitted remains valid.

Once an assessment decision has been given to the learner, the resubmission opportunity must have a deadline within 15 working days in the same academic year.

For assessment to be fair, it is important that learners are all assessed in the same way and that some learners are not advantaged by having additional time or the opportunity to learn from others. Therefore, learners who did not complete assignments by your planned deadline or an authorised extension deadline, if one was given for specific circumstances, may not have the opportunity to subsequently resubmit. Similarly, learners who submit work that is not their own should not be given an opportunity to resubmit.

The outcome of any resubmission of the assignment by the learner is then recorded as the final decision.

A learner who has not achieved their expected level of performance in the relevant learning aims **after resubmission** of an assignment may be offered a single retake opportunity using a new assignment. The highest grade that may be awarded is a Pass.

The Lead IV must authorise a retake with a new assignment only in exceptional circumstances and where it is necessary, appropriate and fair to do so. For further information on offering a retake opportunity you should refer to the *BTEC Centre Guide to Assessment* available on our website. We provide information on writing assignments for retakes on our website (please go to www.btec.co.uk/keydocuments).

7 External assessment

A summary of the type and availability of external assessment for this qualification is given below. These external assessments is/are 33% of the total qualification GLH and are weighted to contribute the same proportion of the overall qualification grade.

See the units and sample assessment materials for more information.

Unit	Type	Availability
Unit 3: Security Protection and Risk Management	<ul style="list-style-type: none"> Onscreen test set and marked by Pearson. 75 minutes. 60 marks. 	On demand First assessment January 2018
Unit 5: IT Service Solutions	<ul style="list-style-type: none"> A task set and marked by Pearson and completed under supervised conditions. The supervised period is 3.5 hours in a four day period timetabled by Pearson. Written evidence. 45 marks. 	Four timetabled periods each year on a quarterly basis. First assessment Spring 2018

For *Unit 3*, onscreen tests are available on demand starting from January 2018. These tests use a range of question types, including examiner marked. As tests have a full marking process, results for individual learners will be released once the process is complete and the time to issue results will vary.

For *Unit 5*, we will issue four different tasks each year (one task every quarter). Learners can complete the task at any time during the timetabled period. Learners evidence will be submitted to Pearson for marking at the end of the scheduled timetabled period. We will issue results for each task after the marking period for that task.

We will provide annually, in our *Information Manual*, a detailed timetable for entries, assessment and results. Resits cannot be scheduled until a learner's result has been issued.

Learners must be prepared for external assessment by the time they undertake it. In preparing learners for assessment, you will want to take account of required learning time, the relationship with any other external assessments and opportunities for resits. Learners who take an external assessment and who do not perform as expected may have one further opportunity using a later external assessment. For *Unit 5* learners may take the set task only once within the quarterly timetabled period.

Learners who attempt an external assessment twice will have the better of the grades achieved used in the final grade calculation for the qualification.

Units

The externally-assessed units have a specific format, which we explain in *Section 3 Units*. The content of the units will be sampled across external assessments over time through appropriate papers and tasks. The ways in which learners are assessed are shown through the assessment outcomes and grading descriptors.

Sample assessment materials

Each externally-assessed unit has a set of sample assessment materials (SAMs) that accompanies the specification. The SAMs are there to give you an example of what the external assessment will look like in terms of the feel and level of demand of the assessment.

The SAMs show the range of possible activity types that may appear in the actual assessments and give you a good indication of how the assessments will be structured. While SAMs can be used for practice with learners as with any assessment the content covered and specific details of the activities will vary in each assessment.

These sample assessments can be downloaded from our website.

Conducting external assessments

Centres must make arrangements for the secure delivery of external assessments. You need to ensure that learners are aware that they need to work independently and that they are aware of the requirements for any external assessment.

Each external assessment has a defined degree of control under which it must take place. We define degrees of control as follows.

High control

This is the completion of assessment in formal invigilated examination conditions. It applies to onscreen tests.

Medium control

This is completion of assessment, usually over a longer period of time, which may include a period of controlled conditions. The controlled conditions may allow learners to access resources, prepared notes or the internet to help them complete the task. This applies to task-based assessments.

Further information on responsibilities for conducting external assessment is given in the document *Instructions for Conducting External Assessments*, available on our website.

8 Administrative arrangements

Introduction

This section focuses on the administrative requirements for delivering a BTEC qualification. It will be of value to Quality Nominees, Lead IVs, Programme Leaders and Examinations Officers.

Learner registration and entry

Shortly after learners start the programme of learning, you need to make sure that they are registered for the qualification and that appropriate arrangements are made for internal and external assessment. You need to refer to our *Information Manual* for information on making registrations for the qualification and entries for external assessments.

Learners can be formally assessed only for a qualification on which they are registered. If learners' intended qualifications change, for example if a learner decides to choose a different pathway specialism, then the centre must transfer the learner appropriately.

Access to assessment

Both internal and external assessments need to be administered carefully to ensure that all learners are treated fairly and that results and certificates are issued on time to allow learners to progress to chosen progression opportunities.

Our equality policy requires that all learners have equal opportunity to access our qualifications and assessments, and that our qualifications are awarded in a way that is fair to every learner. We are committed to making sure that:

- learners with a protected characteristic (as defined by the Equality Act 2010) are not, when they are undertaking one of our qualifications, disadvantaged in comparison to learners who do not share that characteristic
- all learners achieve the recognition they deserve for undertaking a qualification and this achievement can be compared fairly to the achievement of their peers.

Further information on access arrangements can be found in the Joint Council for Qualifications (JCQ) document *Access Arrangements, Reasonable Adjustments and Special Consideration for General and Vocational Qualifications*.

Administrative arrangements for internal assessment

Records

You are required to retain records of assessment for each learner. Records should include assessments taken, decisions reached and any adjustments or appeals. Further information can be found in our *Information Manual*. Records must be maintained as specified as we may ask to audit them.

Reasonable adjustments to assessment

To ensure that learners have fair access to demonstrate the requirements of the assessments, a reasonable adjustment is one that is made before a learner takes an assessment. You are able to make adjustments to internal assessments to take account of the needs of individual learners. In most cases, this can be achieved through a defined time extension or by adjusting the format of evidence. We can advise you if you are uncertain as to whether an adjustment is fair and reasonable. You need to plan for time to make adjustments if necessary.

Further details on how to make adjustments for learners with protected characteristics are given on our website in the document *Supplementary guidance for reasonable adjustment and special consideration in vocational internally assessed units*.

Special consideration

Special consideration is given after an assessment has taken place for learners who have been affected by adverse circumstances, such as illness. You must operate special consideration in line with our policy (see previous paragraph). You can provide special consideration related to the period of time given for evidence to be provided or for the format of the assessment if it is equally valid. You may not substitute alternative forms of evidence to that required in a unit or omit the application of any assessment criteria to judge attainment. Pearson can consider applications for special consideration only in line with the policy.

Appeals against assessment

Your centre must have a policy for dealing with appeals from learners. These appeals may relate to assessment decisions being incorrect or assessment being conducted unfairly. The first step in such a policy could be a consideration of the evidence by a Lead IV or other member of the programme team. The assessment plan should allow time for potential appeals after assessment decisions have been given to learners. If there is an appeal by a learner you must document the appeal and its resolution. Learners have a final right of appeal to Pearson but only if the procedures that you have put in place have not been followed. Further details are given in our policy *Enquiries and appeals about Pearson Vocational Qualifications*.

Administrative arrangements for external assessment

Entries and resits

For information on the timing of assessment and entries, please refer to the annual examinations timetable on our website. Learners are permitted to have one resit of an external assessment.

Access arrangements requests

Access arrangements are agreed with Pearson before an assessment. They allow learners with special educational needs, disabilities or temporary injuries to:

- access the assessment
- show what they know and can do without changing the demands of the assessment.

Access arrangements should always be processed at the time of registration. Learners will then know what type of arrangements are available in place for them.

Granting reasonable adjustments

For external assessment, a reasonable adjustment is one that we agree to make for an individual learner. A reasonable adjustment is defined for the individual learner and informed by the list of available access arrangements.

Whether an adjustment will be considered reasonable will depend on a number of factors to include the:

- needs of the learner with the disability
- effectiveness of the adjustment
- cost of the adjustment; and
- likely impact of the adjustment on the learner with the disability and other learners.

Adjustment may be judged unreasonable and not approved if it involves unreasonable costs, timeframes or affects the integrity of the assessment.

Special consideration requests

Special consideration is an adjustment made to a learner's mark or grade after an external assessment to reflect temporary injury, illness or other indisposition at the time of the assessment. An adjustment is made only if the impact on the learner is such that it is reasonably likely to have had a material effect on that learner being able to demonstrate attainment in the assessment.

Centres are required to notify us promptly of any learners who they believe have been adversely affected and request that we give special consideration. Further information can be found in the special requirements section on our website.

Dealing with malpractice in assessment

Malpractice means acts that undermine the integrity and validity of assessment, the certification of qualifications, and/or that may damage the authority of those responsible for delivering the assessment and certification.

Pearson does not tolerate actions (or attempted actions) of malpractice by learners, centre staff or centres in connection with Pearson qualifications. Pearson may impose penalties and/or sanctions on learners, centre staff or centres where incidents (or attempted incidents) of malpractice have been proven.

Malpractice may arise or be suspected in relation to any unit or type of assessment within the qualification. For further details regarding malpractice and advice on preventing malpractice by learners, please see Pearson's *Centre Guidance: Dealing with Malpractice*, available on our website.

The procedures we ask you to adopt vary between units that are internally assessed and those that are externally assessed.

Internally-assessed units

Centres are required to take steps to prevent malpractice and to investigate instances of suspected malpractice. Learners must be given information that explains what malpractice is for internal assessment and how suspected incidents will be dealt with by the centre. The *Centre Guidance: Dealing with Malpractice* document gives full information on the actions we expect you to take.

Pearson may conduct investigations if we believe that a centre is failing to conduct internal assessment according to our policies. The above document gives further information, examples and details the penalties and sanctions that may be imposed.

In the interests of learners and centre staff, centres need to respond effectively and openly to all requests relating to an investigation into an incident of suspected malpractice.

Externally-assessed units

External assessment means all aspects of units that are designated as external in this specification, including preparation for tasks and performance. For these assessments, centres must follow the JCQ procedures set out in the latest version of *JCQ Suspected Malpractice in Examinations and Assessments Policies and Procedures* (www.jcq.org.uk).

In the interests of learners and centre staff, centres need to respond effectively and openly to all requests relating to an investigation into an incident of suspected malpractice.

Learner malpractice

Heads of Centres are required to report incidents of any suspected learner malpractice that occur during Pearson external assessments. We ask that centres do so by completing a *JCQ Form M1* and emailing it and any accompanying documents (signed statements from the learner, invigilator, copies of evidence, etc.) to the Investigations Team at pqsmalpractice@pearson.com. The responsibility for determining appropriate sanctions or penalties to be imposed on learners lies with Pearson.

Learners must be informed at the earliest opportunity of the specific allegation and the centre's malpractice policy, including the right of appeal. Learners found guilty of malpractice may be disqualified from the qualification for which they have been entered with Pearson.

Teacher/centre malpractice

Heads of Centres are required to inform Pearson's Investigations Team of any incident of suspected malpractice by centre staff, before any investigation is undertaken. Heads of Centres are requested to inform the Investigations Team by submitting a *JCQ Form M2(a)* with supporting documentation to pqsmalpractice@pearson.com. Where Pearson receives allegations of malpractice from other sources (for example Pearson staff or anonymous informants), the Investigations Team will conduct the investigation directly or may ask the head of centre to assist.

Incidents of maladministration (accidental errors in the delivery of Pearson qualifications that may affect the assessment of learners) should also be reported to the Investigations Team using the same method.

Heads of Centres/Principals/Chief Executive Officers or their nominees are required to inform learners and centre staff suspected of malpractice of their responsibilities and rights; see 6.15 of *JCQ Suspected Malpractice in Examinations and Assessments Policies and Procedures*.

Pearson reserves the right in cases of suspected malpractice to withhold the issuing of results and/or certificates while an investigation is in progress. Depending on the outcome of the investigation, results and/or certificates may be released or withheld.

We reserve the right to withhold certification when undertaking investigations, audits and quality assurances processes. You will be notified within a reasonable period of time if this occurs.

Sanctions and appeals

Where malpractice is proven, we may impose sanctions or penalties.

Where learner malpractice is evidenced, penalties may be imposed such as:

- mark reduction for external assessments
- disqualification from the qualification
- being barred from registration for Pearson qualifications for a period of time.

If we are concerned about your centre's quality procedures, we may impose sanctions such as:

- working with you to create an improvement action plan
- requiring staff members to receive further training
- placing temporary blocks on your certificates
- placing temporary blocks on registration of learners
- debarring staff members or the centre from delivering Pearson qualifications
- suspending or withdrawing centre approval status.

The centre will be notified if any of these apply.

Pearson has established procedures for centres that are considering appeals against penalties and sanctions arising from malpractice. Appeals against a decision made by Pearson will normally be accepted only from heads of centres (on behalf of learners and/or members or staff) and from individual members (in respect of a decision taken against them personally). Further information on appeals can be found in our *Enquiries and Appeals* policy, which is on our website. In the initial stage of any aspect of malpractice, please notify the Investigations Team by email via pqsmalpractice@pearson.com who will inform you of the next steps.

Certification and results

Once a learner has completed all the required units for a qualification, even if final results for external assessments have not been issued, then the centre can claim certification for the learner, provided that quality assurance has been successfully completed. For the relevant procedures please refer to our *Information Manual*. You can use the information provided on qualification grading to check overall qualification grades.

Results issue

Results for external assessment will be issued once marking is complete.

Qualification results will be issued once a learner has completed all components of the qualification and you have claimed certification. The result will be in the form of a grade. You should be prepared to discuss performance with learners, making use of the information we provide and post-results services.

Post-assessment services

Once results for external assessments are issued, you may find that the learner has failed to achieve the qualification or to attain an anticipated grade. It is possible to transfer or reopen registration in some circumstances. Our *Information Manual* gives further information.

Changes to qualification requests

Where a learner who has taken a qualification wants to resit an externally-assessed unit to improve their qualification grade, you firstly need to decline their overall qualification grade. You must decline the grade before the certificate is issued. For a learner receiving their results in August, you should decline the grade by the end of September if the learner intends to resit an external assessment.

Additional documents to support centre administration

As an approved centre, you must ensure that all staff delivering, assessing and administering the qualifications have access to this documentation. These documents are reviewed annually and are reissued if updates are required.

- *Pearson Quality Assurance Handbook*: this sets out how we will carry out quality assurance of standards and how you need to work with us to achieve successful outcomes.
- *Information Manual*: this gives procedures for registering learners for qualifications, transferring registrations, entering for external assessments and claiming certificates.
- *Lead Examiners' Reports*: these are produced after each series for each external assessment and give feedback on the overall performance of learners in response to tasks or questions set.
- *Instructions for the Conduct of External Assessments*: explains our requirements for the effective administration of external assessments, such as invigilation and submission of materials.
- Regulatory policies: our regulatory policies are integral to our approach and explain how we meet internal and regulatory requirements. We review the regulated policies annually to ensure that they remain fit for purpose. Policies related to this qualification include:
 - adjustments for candidates with disabilities and learning difficulties, access arrangements and reasonable adjustments for general and vocational qualifications
 - age of learners
 - centre guidance for dealing with malpractice
 - recognition of prior learning and process.

This list is not exhaustive and a full list of our regulatory policies can be found on our website.

9 Quality assurance

Centre and qualification approval

As part of the approval process, your centre must make sure that the resource requirements listed below are in place before offering the qualification.

- Centres must have appropriate physical resources (for example, equipment, IT, learning materials, teaching rooms) to support the delivery and assessment of the qualification.
- Staff involved in the assessment process must have relevant expertise and/or occupational experience.
- There must be systems in place to ensure continuing professional development for staff delivering the qualification.
- Centres must have in place appropriate health and safety policies relating to the use of equipment by learners.
- Centres must deliver the qualification in accordance with current equality legislation.
- Centres should refer to the teacher guidance section in individual units to check for any specific resources required.

Continuing quality assurance and standards verification

On an annual basis, we produce the *Pearson Quality Assurance Handbook*. It contains detailed guidance on the quality processes required to underpin robust assessment, internal verification and planning of appropriate employer involvement.

The key principles of quality assurance are that:

- a centre delivering BTEC programmes must be an approved centre, and must have approval for the programmes or groups of programmes that it is delivering
- the centre agrees, as part of gaining approval, to abide by specific terms and conditions around the effective delivery and quality assurance of assessment; it must abide by these conditions throughout the period of delivery
- Pearson makes available to approved centres a range of materials and opportunities, through online standardisation, intended to exemplify the processes required for effective assessment, and examples of effective standards. Approved centres must use the materials and services to ensure that all staff delivering BTEC qualifications keep up to date with the guidance on assessment
- an approved centre must follow agreed protocols for standardisation of assessors and verifiers, for the planning, monitoring and recording of assessment processes, and for dealing with special circumstances, appeals and malpractice.

The approach of quality-assured assessment is through a partnership between an approved centre and Pearson. We will make sure that each centre follows best practice and employs appropriate technology to support quality-assurance processes, where practicable. We work to support centres and seek to make sure that our quality-assurance processes do not place undue bureaucratic processes on centres. We monitor and support centres in the effective operation of assessment and quality assurance.

The methods we use to do this for BTEC Technical Certificate and Diploma qualifications include:

- making sure that all centres complete appropriate declarations at the time of approval
- undertaking approval visits to centres
- making sure that centres have effective teams of assessors and verifiers who are trained to undertake assessment
- undertaking an overarching review and assessment of a centre's strategy for ensuring sufficient and appropriate engagement with employers at the beginning of delivery of any BTEC programme(s)
- undertaking a review of the employer involvement planned at programme level to ensure its appropriateness at a time when additional activities can be scheduled where necessary
- assessment sampling and verification, through requested samples of assessments, completed assessed learner work and associated documentation
- an overarching review and assessment of a centre's strategy for delivering and quality assuring its BTEC programmes.

Centres that do not fully address and maintain rigorous approaches to delivering, assessing and quality assurance cannot seek certification for individual programmes or for the BTEC Technical Certificate and Diploma qualifications. An approved centre must make certification claims only when authorised by us and strictly in accordance with requirements for reporting.

Centres that do not comply with remedial action plans may have their approval to deliver qualifications removed.

10 Understanding the qualification grade

Awarding and reporting for the qualification

This section explains the rules that we apply in providing an overall qualification grade for each learner. The final grade awarded for a qualification represents a holistic performance across all of the qualification. As the qualification grade is an aggregate of the total performance, there is some element of compensation in that a higher performance in some units will be balanced by a lower outcome in others.

The awarding and certification of these qualifications will comply with the requirements of the Office of Qualifications and Examinations Regulation (Ofqual).

Eligibility for an award

In order to be awarded the qualification, a learner must complete all units and achieve a Pass or above in all units. See *Section 2 Structure* for full details.

To achieve the qualification grade, learners must:

- achieve and **report a grade** (D, M or P) for all units within a valid combination
- achieve the **minimum number of points** at a grade threshold.

Where there are optional units in a qualification, it is the responsibility of the centre to ensure that a correct unit combination is adhered to. Learners who do not pass all the required units shown in the structure will not achieve the qualification. For example, learners who have not passed the required external units or who have not taken enough mandatory units will not achieve that qualification even if they have enough points.

Calculation of the qualification grade

The final grade awarded for a qualification represents an aggregation of a learner's performance across the qualification. As the qualification grade is an aggregate of the total performance, there is some element of compensation in that a higher performance in some units may be balanced by a lower outcome in others.

In the event that a learner achieves more than the required number of optional units (where available), the mandatory units along with the optional units with the highest grades will be used to calculate the overall result, subject to the eligibility requirements for that particular qualification title.

The qualification is awarded at the grade ranges shown in the table below.

Qualification	Available grade range
Diploma	PP to DD

The *Calculation of qualification grade* table, which appears later in this section, shows the minimum thresholds for calculating these grades. The table will be kept under review over the lifetime of the qualification. In the event of any change, centres will be informed before the start of teaching for the relevant cohort and an updated table will be issued on our website.

Learners who do not meet the minimum requirements for a qualification grade to be awarded will be recorded as Unclassified (U) and will not be certificated. They may receive a Notification of Performance for individual units. Our *Information Manual* gives full details.

Points available for internal units

The table below shows the number of **points** available for internal units. For each internal unit, points are allocated depending on the grade awarded.

	Unit size
	60 GLH
U	0
Pass	16
Merit	24
Distinction	32

Points available for the external units

Raw marks from the external units will be awarded **points** based on performance in the assessment. The points scores available for each external unit at grade boundaries are as follows.

	Unit size
	60 GLH
U	0
Pass	16
Merit	24
Distinction	32

We will automatically calculate the points for each external unit once the external assessment has been marked and grade boundaries have been set. For more details about how we set grade boundaries in the external assessment please go to our website.

Claiming the qualification grade

Subject to eligibility, we will automatically calculate the qualification grade for your learners when the internal unit grades are submitted and the qualification claim is made. Learners will be awarded qualification grades for achieving the sufficient number of points within the ranges shown in the relevant calculation of qualification grade table for the cohort.

Calculation of qualification grade table

Diploma	
Grade	Points threshold
PP	96
MP	112
MM	128
DM	152
DD	176

The table is subject to review over the lifetime of the qualification.
The most up-to-date version will be issued on our website.

Examples of grade calculations based on table applicable to registrations from September 2017

Example 1: Achievement of a Diploma with a PP grade

Unit	GLH	Type	Grade	Points
1	60	Internal	Pass	16
2	60	Internal	Pass	16
3	60	External	Pass	16
5	60	External	Pass	16
7	60	Internal	Merit	32
10	60	Internal	Pass	16
	360		PP	104

The learner has achieved a Pass or above in all units.

The learner has sufficient points for a PP grade.

Example 2: Achievement of a Diploma with a DD grade

Unit	GLH	Type	Grade	Points
1	60	Internal	Merit	24
2	60	Internal	Merit	24
3	60	External	Distinction	32
5	60	External	Distinction	32
7	60	Internal	Distinction	32
10	60	Internal	Distinction	32
	360		DD	176

The learner has sufficient points for a DD grade.

Example 3: Achievement of a Diploma with an Unclassified result

Unit	GLH	Type	Grade	Points
1	60	Internal	Merit	24
2	60	Internal	Merit	24
3	60	External	Unclassified	0
5	60	External	Pass	16
7	60	Internal	Pass	16
10	60	Internal	Distinction	32
	360		U	112

The learner has a U in Unit 3.

The learner has sufficient points for an MP but has not met the requirement for a Pass, or above, in all units.

11 Resources and support

Our aim is to give you support to enable you to deliver Pearson BTEC Level 2 Technicals with confidence. You will find resources to support teaching and learning, assessing, and professional development on our website.

Support for setting up your course and preparing to teach

Schemes of Learning

Our free Schemes of Learning give you suggestions and ideas for how to deliver the units in the qualifications, including opportunities to develop employability skills, tips on embedding mathematics and English, and how to link units through holistic assessments.

Delivery planner

High-level models showing how the course can be delivered over different timescales, for example six months, one year, two years.

myBTEC

myBTEC is a free, online toolkit that lets you plan and manage your BTEC provision from one place. It supports the delivery, assessment and quality assurance of BTEC qualifications in centres and supports teachers with the following activities:

- checking that a programme is using a valid combination of units
- creating and verifying assignment briefs (including access to a bank of assignment briefs that can be customised)
- creating assessment plans and recording assessment decisions
- tracking the progress of every learner throughout their programme.

To find out more about myBTEC, visit the myBTEC page on the support services section of our website.

Support for teaching and learning

Work Experience Toolkit

Our free Work Experience Toolkit gives guidance for tutors, assessors, work-based supervisors and learners on how to make the most of work placements and work experience.

Pearson Learning Services provides a range of engaging resources to support BTEC qualifications. Teaching and learning resources may also be available from a number of other publishers. Details of Pearson's own resources and of all endorsed resources are on our website.

Support for assessment

Sample assessment materials for externally-assessed units

Sample assessment materials (SAMs) are available for externally-assessed units and can be downloaded from the Pearson Qualifications website. An additional set of sample assessment materials for externally-assessed units will also be available, giving your learners further opportunities for practice.

Sample assessment materials for internally-assessed units

We do not prescribe the assessments for the internally-assessed units. Rather, we allow you to set your own, according to your learners' preferences.

We provide assignment briefs approved by Pearson Standards Verifiers.

Sample marked learner work

To support you in understanding the expectation of the standard at each grade, examples of sample marked learner work will be made available on our website.

Training and support from Pearson

People to talk to

There are lots of people who can support you and give you advice and guidance on delivering your Pearson BTEC Level 2 Technicals. They include the following.

- Standards Verifiers – they can support you with preparing your assignments, ensuring that your assessment plan is set up correctly, in preparing learner work and providing quality assurance through sampling.
- Subject Advisors – available for all sectors. They understand all Pearson qualifications in their sector and so can answer sector-specific queries on planning, teaching, learning and assessment.
- Curriculum Development Managers (CDMs) – they are regionally based and have a full overview of BTEC qualifications and of the support and resources that Pearson provides. CDMs often run network events.
- Customer Services – the 'Support for You' section of our website gives the different ways in which you can contact us for general queries. For specific queries, our service operators can direct you to the relevant person or department.

Training and professional development

We provide a range of training and professional development events to support the introduction, delivery, assessment and administration of the Pearson BTEC Level 2 Technicals.

These sector-specific events, developed and delivered by specialists, are available both face to face and online.