

## IT

This is a ‘hands on’ course that gives you the extra edge to understanding why the world has a digital addiction in everything from social media to game design.

This option is open to anyone who wants the skills and insights that are essential across today’s digital world, whether for the workplace or your future degree.

It’s called an ‘IT Technical’ qualification – but not because it’s ‘nerdy’. ‘Techs’ are a new wave of courses backed by businesses and universities that keep a strong element of practical work, when so many other qualifications are based purely on exams.

‘Techs’ can also potentially be tailored to meet students’ personal interests, so we’re offering a choice or ‘pathway’ based on different kinds of practical assignments:

- **Digital Developer:** This pathway will appeal to anyone who likes practical projects, where the challenge is to code interactive products for users. You will create prototypes in areas including games and websites.

In the course students will study two ‘core’ units that cover the fundamental principles of IT and the global use of information on the ‘Cloud’. Both units will build on the knowledge you’ve already gained in Years 7 to 11 to help you pass each unit exam.

Added together, this combination of practical work and theory topics creates a course that’s equivalent to A-Levels but very different to anything we’ve offered before in IT.

### What will you be learning?

The course content will depend on the pathways we deliver from September, based on students’ choices. But here’s an outline of the units for each potential route:

‘Core’ Units	
<b>Fundamentals of IT</b>	Exam
A sound understanding of IT technologies and practices is essential for IT professionals. Information learnt in this unit will create a solid foundation in the fundamentals of hardware, networks, software, the ethical use of computers and how businesses use IT.	
<b>Global Information</b>	Exam
This unit will cover the uses of information in the public domain, globally, in the cloud and across the Internet, by individuals and organisations. You will discover that good management of data and information is essential and gives any organisation a competitive edge.	

## Digital Developer Units

### Application Design

Assignment

In this unit you will explore potential ideas for a new application and design it. You will then develop the designs for an application and how users interact with it. Your application could be for any sector and for any purpose. You'll then present your ideas, prototype them and gain feedback before refining your design.

### Games Design & Prototyping

Assignment

Gaming is a continuously developing market that's both highly creative and technical. This unit will help you develop skills in designing and developing a prototype for a simple game.

### Web Design & Prototyping

Assignment

Organisations now depend on websites, from mobiles and desktops. In this unit you will research, design and produce an interactive responsive site for a client's needs, culminating in presenting the concept of the website using the prototype to the client. This unit will allow you to use existing interactive elements, as well as prototyping your own website.

## What are lessons like?

Our lessons will be varied, challenging and creative, with a strong focus on practical projects. So don't worry about taking long notes, or watching lots of PowerPoints! We'll be using a range of different software and online tools so it's all about hands-on activities. To ensure project are meaningful we also involve relevant employers.

## What can it lead to?

This course gives you a double boost – you get points for your UCAS application plus essential skills that will help whether you go to University or straight into the workplace.

## Want to know more?

To find out more about the course and discuss your suitability please contact [A.Chambers@qes.org.uk](mailto:A.Chambers@qes.org.uk) or [M.McNulty@qes.org.uk](mailto:M.McNulty@qes.org.uk).