BTEC Tech Award
Digital Information Technology
(Computing)

This qualification is for learners interested in taking a hands-on course alongside their GCSEs that will offer them an insight into what it is like to work in the Digital sector. Digital skills span all industries, and almost all jobs in the UK today require employees to have a good level of digital literacy, putting it increasingly on a par with English and maths skills.

The BTEC Tech Award in Digital Information Technology gives learners a broad introduction to several aspects of 'digital' – from UX and interface design to data management and IT systems – enabling them to see what areas they are most keen on and keeping their options wide open for progression.

Where will it take you?

Digital IT will give you good IT knowledge, ace analytical skills, and excellent problem-solving skills. This means that when it comes to potential careers, the world is pretty much your oyster. IT career options include:

- Web designer
- Systems analyst
- Computer games developer
- User experience developer
- Digital Graphics developer
- Animator

DIT graduates could also look for employment in the media (broadcast engineer, multimedia broadcaster, sound technician) military (armed forces technical officer, intelligence officer, satellite technician) or finance (credit analyst, commodity broker, financial risk analyst). This course complements the learning in GCSE programmes such as Computer Science and can be complementary learning for creative media, engineering and maths. Covering topics and themes that are very relevant to today's digital landscape, it is a perfect stepping-stone into a BTEC National in IT & Computing, a Level 3 Apprenticeship, or the new T Level in Digital Design, Development and Production.

What will you learn?

Through the study of these topics, learners will not only acquire sector-specific applied knowledge and skills but also the processes and attitudes that underpin the sector.

Using realistic vocational contexts, learners will have the opportunity to explore, develop and apply highly sought-after key skills such as data management and data protection, project planning, and the design of user interfaces and dashboards as a way to present and interpret data. They'll learn about the iterative design process, cyber security, virtual teams, codes of conduct, and legal and ethical issues. In addition, learners will gain an understanding of relevant employability skills and personal attributes, such as self-management and communication skills and the ability and willingness to evaluate and critically analyse their own performance.

Component 1: Exploring User Interface Design Principles and Project Planning Techniques - Learners will develop their understanding of what makes an effective user interface and how to effectively manage a project. They will use this understanding to plan, design and create a user interface.

Component 2: Collecting, Presenting and Interpreting Data - Learners will understand the characteristics of data and information and how they help organisations in decision making. They will use data manipulation methods to create a dashboard to present and draw conclusions from information.

Component 3: Effective Digital Working Practices - Learners will explore how organisations use digital systems and the wider implications associated with their use.

What homework can you expect?

There will be a sensible use of homework throughout this course. Research will be important – students may be required to research concepts relating to computer use with the express aim of developing their creative and analytical thinking. Students will be required to attend boosters when necessary for coursework/exam revision.

What skills will you need to be successful in this subject?

Learners who are taking this course should normally have followed the KS3 Programme of Study in Computing. Successful candidates will develop skills in the purpose and uses for pre-production documents, interpreting client requirements and identifying the target audience, identifying timescales for production, how to conduct and analyse research, how legislation applies to ICT, reviewing products and understanding the purpose and properties of digital graphics, multipage websites and digital video sequences.

Additional Information

For further information please see Miss Dowling or any Computing teacher.