

## Programme specification

<b>1. Awarding Institution</b>	<b>2. Teaching Institution</b>	<b>3. Faculty/Department</b>	<b>4. UCAS Code:</b>
Pearson (Edexcel)	North Kent College	Business, Secretarial and Computing	I100
<b>5. Final Award</b>	<b>6. Programme Title</b>		<b>7. Accredited by:</b>
Pearson BTEC Level 5 HND Diploma in Computing and Systems Development	HND Diploma in Computing and Systems Development		Pearson (Edexcel)
<b>8. Quality Assurance Agency (QAA) Benchmarking Group(s)</b>			
Computing (2016)			
<b>9. Entry Requirements</b>			
<p><b>Minimum requirements (students &lt;21 years old):</b></p> <ul style="list-style-type: none"> <li>• The Edexcel BTEC Higher National qualifications are accredited on the QCF for learners aged 18 years and over.</li> <li>• 180 UCAS points, or</li> <li>• Access to HE Diploma, or</li> <li>• International Baccalaureate with Computing as a specialisation, or</li> <li>• HNC Level 4 in Computing and Systems Development</li> <li>• GCSE Maths, English and Science (C and above)</li> </ul>			

**Desirable requirements (students <21 years old):**

- 240 UCAS points

**Mature student requirements (students >21 years old):**

- Industry experience in working with computers, and
- Good English reading, writing and communication skills.

**10. Educational Aims of the Programme and Potential Career Destinations [Maximum 150 words]:**

The educational aims of the programme are to:

- Equip individuals with knowledge, understanding and skills for success in employment in the computing industry.
- Enable progression to an undergraduate degree or further professional qualification in computing or a related area.
- Provide opportunities for specialist study relevant to individual vocations and contexts.
- Support individuals employed or entering employment in the computing industry.
- Develop the individual's ability in the computing industry through effective use and combination of the knowledge and skills gained in different parts of the programme.
- Develop a range of skills and techniques, personal qualities and attributes essential for successful performance in working life and thereby enabling learners to make an immediate contribution to employment.

The potential career destinations for those qualifying are various employment roles in IT and Software Development (e.g. Database Developer, Software Developer, Web Developer, Tester, Systems Analyst, IT Support, etc...).

**11. Summary of Skills Development for Students within the Programme [Maximum 150 words]:**

- Analysing, synthesising and summarising information critically.
- Ability to read and use appropriate literature with a full and critical understanding.
- Ability to think independently and solve problems.
- Ability to take responsibility for your own learning and recognise your own learning style.
- Obtaining and integrating several lines of subject-specific evidence to formulate and test hypotheses.

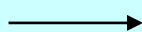
- Applying subject knowledge and understanding to address familiar and unfamiliar problems recognising the moral and ethical issues surrounding computing and IT.
- Ability to understand the need for ethical standards and professional codes of conduct when designing, planning, conducting and reporting an investigation.
- Ability to undertake investigations of computer systems in a responsible, safe and ethical manner.
- Appreciation of the interdisciplinary nature of computing.
- Capacity to give a clear and accurate account of a subject, marshal arguments in a mature way and engage in debate and dialogue both with specialists and non-specialists.

**12. The programme provides opportunities for you to achieve the following outcomes:**

*These are related to the benchmarking statements for the subject you are studying, described under 8 above.*

**The following teaching, learning and assessment methods are used to enable you to achieve and demonstrate these outcomes:**

**A. Knowledge and understanding of:**



**A. Teaching and learning methods:**

1. Enterprise software development from project inception to programming the implementation and delivering it to a customer.
2. The business skills needed to design e-Commerce web solutions for an organisation.
3. Computer systems and apply theoretical knowledge to practical application when building, configuring and maintaining computer systems.
4. How to acquire employability skills required for effective employment in the software development industry.
5. How to work independently or as part of a team to build various software solutions (i.e. web, mobile, tablets and windows platforms).

Lectures, seminars, tutorials, workshops, practical based training and guided student centred learning are given that are appropriate to the outcomes specified in the taught course specifications. Audio-visual materials and computer mediated learning are incorporated, and skills are reinforced through work-based practice.

**A. Assessment methods:**

The assessment methods associated with each course are given in the course specifications. Various combinations of coursework, practical performance analysis sessions, case studies and oral presentations assess each course. The nature of the assessment is appropriate to the subject area and learning outcomes outlined in the course specification forms.

<b>B. Intellectual skills:</b> —————>	<b>B. Teaching and learning methods:</b>
<ol style="list-style-type: none"> <li>1. Research and assess subject specific facts, theories, paradigms, principles and concepts.</li> <li>2. Critically assess and evaluate evidence derived from a variety of sources.</li> <li>3. Apply knowledge to the solution of familiar and unfamiliar situations.</li> <li>4. Develop reasoned argument and challenge assumptions.</li> <li>5. Take responsibility for personal learning and continuing professional development.</li> </ol>	<p>Intellectual skills are taught through workshops, tutorials and coursework assignments. Students will be exposed to different learning situations such as personal assessment and case study approaches to develop their reflective practice. Teaching staff will supervise such sessions to facilitate learning in a safe and encouraging environment.</p> <p><b>B. Assessment methods:</b></p> <p>A variety of assessment methods are used that include practical observation, essay coursework, numerical and situational problem solving coursework, and presentations. Student centred learning involving library based work, video and computer based analysis will be encouraged.</p>
<b>C. Subject practical skills:</b> —————>	<b>C. Teaching and learning methods:</b>
<ol style="list-style-type: none"> <li>1. Plan, design, execute and communicate workshops for both individuals and groups.</li> <li>2. Apply appropriate practical techniques to the solution of problems.</li> <li>3. Demonstrate a range of techniques in computing and systems development.</li> </ol>	<p>Subject-specific practical skills are developed through a range of activities led by tutors and students within classrooms and workshops. Skills are enhanced through video and computer based sessions.</p> <p><b>C. Assessment methods:</b></p> <p>A variety of assessment methods are used to assess the practical skills. These include observations of practical skills and reflective analysis within portfolios and presentations.</p>
<b>D. Transferable/key skills:</b> —————>	<b>D. Teaching and learning methods:</b>
<ol style="list-style-type: none"> <li>1. Communication and presentation skills.</li> <li>2. Independent study skills.</li> <li>3. Team work and interpersonal skills.</li> </ol>	<p>Computing, IT skills, problem-solving, teamwork, reflective practice, presentation and communication skills are developed in a contextualised manner throughout the programme. These skills are enhanced in practical</p>



<p><b>Level</b></p> <p><b>5</b></p>	<p><b>Compulsory Courses</b></p> <ul style="list-style-type: none"> <li>• Unit 4: Project Design, Implementation and Evaluation</li> </ul> <p><b>Specialised Courses</b></p> <ul style="list-style-type: none"> <li>• Unit 30: Information Systems in Organisations</li> <li>• Unit 33: Data Analysis and Design</li> <li>• Unit 34: Data Structures and Algorithms</li> <li>• Unit 35: Web Applications Development</li> <li>• Unit 39: Computer Games Design and Development</li> <li>• Unit 41: Programming in Java</li> <li>• Unit 42: Programming in .NET</li> </ul>	<p>Pearson BTEC Level 5 HND Diploma in Computing and Systems Development</p> <p>The Edexcel BTEC Level 5 HND Diploma in Computing and Systems Development (QCF) is a qualification with a minimum of 240 credits of which 65 credits are mandatory core.</p> <p>The Edexcel BTEC Level 5 HND Diploma programme must contain a minimum of 125 credits at level 5.</p> <p><i>Note:</i></p> <ul style="list-style-type: none"> <li>• Level 4: All units at level 4 are worth 15 credits with a minimum requirement of 120 credits to complete year 1.</li> <li>• Level 5: All units are worth 15 credits except for Project Design, Implementation and Evaluation which is worth 20 credits.</li> </ul>
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