



## **CAMBRIDGE TECHNICALS IN IT**



#### ABOUT CAMBRIDGE TECHNICALS

Cambridge Technicals are vocational qualifications at Level 2 and Level 3 for students **aged 16+**. They're designed with the workplace and progression to higher education in mind and provide a high-quality alternative to A Levels at level 3. Qualifications at levels 2 and 3 have a mixture of internal and external assessments and centres are allocated a visiting moderator.

### **KEY INFORMATION**

#### **SPECIFICATION CODES:**

IT Level 3 (2016) Certificate/Extended Certificate/ Introductory Diploma/Foundation Diploma/Diploma/ Extended Diploma – 05838–05842, 05877

IT Level 3 (2012) Certificate/Introductory Diploma/ Subsidiary Diploma/Diploma/Extended Diploma – 05347, 05349, 05352, 05355, 05358

**Note:** IT Level 3 (2012) qualifications will be defunded in England from August 2020. The funding changes do not apply in Northern Ireland and Wales

#### **PERFORMANCE POINTS:**

All IT Level 3 (2016) qualifications are eligible for Key Stage 5 performance points

#### **IDEAL FOR:**

Students aged 16+

#### **PROGRESS TO:**

Higher education, apprenticeships, employment

#### **UCAS POINTS:**

Level 3 qualifications receive UCAS tariff points

## LEVEL 3

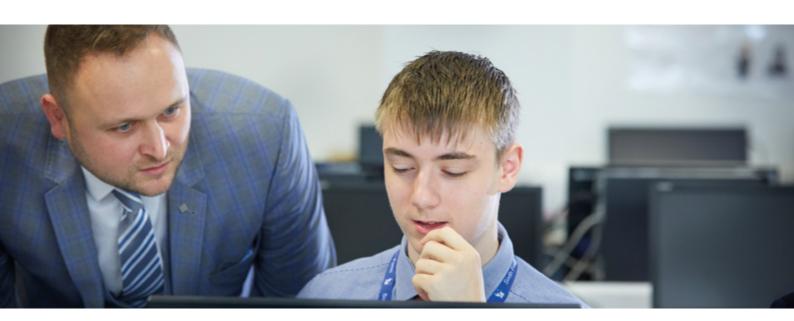
Our Level 3 Cambridge Technicals in IT qualifications help your students to achieve their potential and progress to the next stage of their lives, whether that's higher education, an apprenticeship or employment.

We have designed refreshing and exciting content that's up to date, engaging, fit for purpose and suitable for the needs of your students. To do this, we've consulted with universities, employers and industry specialists to make sure your students will gain the right combination of knowledge, understanding and skills required for the 21st century.

An extensive range of centre-assessed units with practical and wider project-based assessment opportunities, as well as examined units on the Fundamentals of IT, Global Information, Cyber Security, and Cloud Technology, has resulted in focused qualifications. Depending on the size chosen, these qualifications can either complement a Key Stage 5 study programme alongside other vocational qualifications or A Levels, or may make up the bulk of a two-year study programme. Our diplomas have vocational pathways within them that students can follow (one pathway must be achieved).

#### **READ MORE:**

ocr. org. uk/cambridge technicals



# PATHWAYS AND OPTIONS FOR LEVEL 3 (2016) CAMBRIDGE TECHNICALS IN IT

M = Mandatory					olied eral	Tech Level													
O = Optional				Certificate in IT 180 GLH	Extended Certificate in IT 360 GLH	Introductory Diploma in IT 360 GLH				Foundation Diploma in IT 540 GLH				Diploma in IT 720 GLH				Extended Diploma in IT 1080 GLH*	
	Number of units needed	2	5			5		8 PATHWAYS				11				17			
					PATH	WAYS						PATHWAYS				PATHWAYS			
Unit number	Unit title	GLH	Assessment method			IT Infrastructure Technician	Emerging Digital Technology Practitioner	Application Developer	Data Analyst	IT Infrastructure Technician	Emerging Digital Technology Practitioner	Application Developer	Data Analyst	IT Infrastructure Technician	Emerging Digital Technology Practitioner	Application Developer	Data Analyst	Digital Technician	Application Data Practitioner
1	Fundamentals of IT	90	Ε			М	M		М	M	M	M				М			M
2	Global Information	90	Ε			M	M		М	M	M	M				М		M	М
3	Cyber Security	60	Ε													М		М	М
cc*	Cloud Technology	90	Е	-	-	-		-	-				20	-	-	-	-	M	М
4	Computer Networks	60	1		-	М			-	М				М	-	-		М	
5	Virtual and Augmented Reality	60	1		848	-	М	-56	-		M	0.	-		М	*		М	-
6	Application Design	60	1	32	15.5	-	3.5	M	75	- 1	æ	М	2		130	М	0.53	23	М
7	Data Analysis and Design	60	1	~	12	2	82	23	М	1	2	1/2	М		28	ु	M	2	М
8	Project Management	60	1		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
9	Product Development	60	-1		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
10	Business Computing	60	1	0.5	200	-		- 2	0			7.5	0	-		-	0	-	0
11	Systems Analysis and Design	60	ī		0	0	0		0	0	0	7.	0	0	0		0	0	0
12	Mobile Technology	60	1			0	0	0		0	0	0	-	0	0	0	-	0	0
13	Social Media and Digital Marketing	60	1	-	-	-	0	0	0		0	0	0	-	0	0	0	0	0
14	Software Engineering for Business	60	1			-		0	0		-	0	0	-	-	0	0	-	0
15	Games Design and Prototyping	60	1			-		0	-			0	-	-	-	0		-	0
16	Developing a Smarter Planet	60	1	-	-	0	0	20)	-	0	0	-	25	0	0		-	0	-
17	Internet of Everything	60	1		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
18	Computer Systems – Hardware	60	1		0.50	0	one of		-	0	one of		-	0	one	-	-	0	
19	Computer Systems – Software	60	1		-	0	one of	-	-	0	one of		5/	0	one	22		0	-
20	IT Technical Support	60	1			0	-			0				0	-	্		0	
21	Web Design and Prototyping	60	1	1 14		-		0	-		-	0	-	-	-	0	-	-	0
22	Big Data Analytics	60	1			-	0	0	0		0	0	0	-	0	0	0	0	0
23	Cognitive Computing	30	1			-		-	-	-			-		-	-		0	0
24	Enterprise Computing	60	1													-		М	М