

Why study ICT?

Last year, in the UK, there were more advertised vacancies for IT professionals than there were candidates to fill them. Employment in the IT industry is forecast to grow 5 times faster than the UK average with over half a million new IT and Telecoms professionals needed over the next 5 years.

IT and Telecoms professionals currently earn 41% more than the national average salary.

More than 90% of all new jobs require basic internet skills and 92% IT literacy.

Source: Regional Training prospectus (<http://www.opendoorsmedia.co.uk/north-west/careers-training/it-telecoms>)

This course provides the opportunity to study a subject which is both relevant and creative in a practical and work-related way.

The course provides you with the essential IT skills, knowledge and digital literacy that are sought after by all employers.

What will this involve?

The course is content driven and wholly assessed through coursework. There are no exams in this qualification. Over the two years you will complete 6 units of work; two compulsory units plus four others.

Year 12

Unit 1: Communication & Employability Skills

Communication is a vital skill for any individual. This unit identifies the principles for effective communication, introducing learners to the interpersonal skills and attributes required within a workplace.

Unit 2: Information Systems

The purpose of this unit is to demonstrate the information that organisations hold and how this is valuable to those organisations. The skills gained in completing this unit will give you knowledge of the functionality of information and how to produce management information systems.

Unit 32 – Computer Game Design

This unit allows you to explore the nature of the games industry and which elements make up a game concept. You will understand the history of computer games from the early versions through to the massive multiplayer games and the high end graphical games that currently exist. This will allow you to think about what the future may hold in terms of gaming. You will understand the concepts of storyboarding which will include characters, motivations, objectives, gameplay and gaming environment. You will be able to present a game concept to stakeholders and understand the importance of a well planned presentation to a client.

Year 13

In Year 13 you will complete three more units from a vast selection of forty three units. The units range from ecommerce to developing programming solutions . The optional units will be chosen based on the interests, experience and abilities of the learners who choose the subject.

Where do I go from here?

These days there really isn't such a thing as a 'typical IT role'. IT opens up so many diverse opportunities in every imaginable field. It is no longer about 'techies' sitting in a basement fixing their colleagues' computers when they crash. Technology professionals increasingly work in, or manage, dynamic, cross-functional, even multi-national teams at the very centre of an organisation. They are closely involved with company strategy and with managing change – all of which require a strong set of business, technical and social skills. Example careers paths :

- Apps Developer
- Banking, investment and financial services
- Business Analyst
- Business Administrator
- Games Developer
- General Management
- Network Administrator / Technician
- Project Manager
- Software Developer
- Security Consultant
- Web Designer