



UXBRIDGE
HIGH SCHOOL



Sixth Form Transition Pack

[ICT: Cambridge Technical Introductory diploma in IT]

COURSE INTRODUCTION

Students will take five units, made up of three mandatory and two optional units.

They will study the following two mandatory units; Fundamentals of IT and Global information. These units provide learners with an insight into the IT sector, as they investigate the pace of technological change, IT infrastructure, and the flow of information on a global scale, as well as the important legal and security considerations.

In addition, learners are required to complete three further units, at Uxbridge High school students follow the Emerging Digital Technology Practitioner pathway. The three further units are Unit 5, Virtual and Augmented Reality, Unit 13, Social Media and Digital Marketing and Unit 16, developing a smarter planet.

Typical job roles within this pathway include; Junior Digital Content Developer, 3D Graphics Technician or Virtual Reality Software Technician. Learners will take the designated mandatory unit for this pathway - Virtual and augmented reality. Learners will research and design both a Virtual and Augmented Reality resource and suggest future applications for Virtual and Augmented Reality.

The two further optional units will draw on the knowledge acquired from the mandatory units and will further enhance learners' knowledge, skills and understanding with respect to the use and development of virtual and augmented reality or emerging technologies for a variety of contexts including mobile technology and digital marketing

They will be firmly en-route to achieving a qualification that is relevant to the job role they wish to pursue as well as equipping them with relevant employability skills.

360 GLH
equivalent
to one A
level in
terms of
size

- 2 x 90 and 3 x 60 GLH units
- At least two externally examined units and a choice of three further units which are either examined or centre-assessed and moderated by us.
- A specialist pathway must be followed. There are four pathways to choose from.

Learners will be able to develop the core knowledge, skills and understanding the IT sector required in the IT sector, and develop further skills by completing a range of units through a choice of these specialist pathways:

- IT Infrastructure Technician
- Emerging Digital Technology Practitioner
- Application Developer
- Data Analyst

“Never before in history has innovation offered promise of so much to so many in so short a time”- Bill Gates

Essential summer reading

Cambridge Technicals Level 3 IT by Victoria Ellis, Graham Manson, Sandra Middleton, Maureen Everett, ISBN 9781471874918

http://www.ocr.org.uk/qualifications/vocational-education-and-skills/cambridge-technicals-it-level-3-certificate-extended-certificate-introductory-diploma-foundation-diploma-diploma-05838-05842-2016-suite/?qualtype_key=cambridge-technicals/

<http://www.ocr.org.uk/Images/260857-cambridge-technicals-it-summary-brochure.pdf>

<http://www.ocr.org.uk/Images/267354-unit-05-virtual-and-augmented-reality.pdf>

<http://www.ocr.org.uk/Images/267364-unit-13-social-media-and-digital-marketing.pdf>

<http://www.ocr.org.uk/Images/267468-unit-16-developing-a-smarter-planet.pdf>

Essential summer viewing/listening

<https://www.youtube.com/watch?v=Yr11rrbtADc>

<https://www.youtube.com/watch?v=mcgcumKFpQs>

<https://www.youtube.com/watch?v=vz0UUVDt2ps>

<https://www.youtube.com/watch?v=0W6Jz44L1wU>

<https://www.youtube.com/watch?v=usKMKq977iA>

<https://www.youtube.com/watch?v=QZ0o7avcvv4>

https://www.youtube.com/watch?v=kDvW8R4BL0I&list=PLqJeFUp_WQXqzSlyYd2U9vuiaPHYuelqG

<https://www.youtube.com/watch?v=9wfZH6ZWxmk>

Task to be completed

Students need to complete the following work, which would cover Learning Objective 1, showing that they understand virtual and augmented reality and how they may be used. this work requires research.

Task 1

Describe the use of Virtual and Augmented reality by organisations.

You should discuss a wide range of uses and include where and how they are used, this could be in the form of a presentation with speakers notes or a report, make sure you include pictures.

Task 2

Select one example of a virtual reality resource and explain the impact that the use of the identified technology has had on society.

The evidence could again be a presentation, with speaker notes or a report

Task 3

Select one example of an Augmented reality resource and explain the impact that the use of the identified technology has had on society.

The evidence could again be a presentation, with speaker notes or a report