CURRICULUM MAP

W36 (T12) - Specialisms

T12 - Certificate of Higher Education in Computing and IT – <mark>MAPPED TO BOTH HTQs</mark>

Stage 1

Stage 1 : Compulsory group

You must take 90 credits (max 60 credit transfer)

Module	Title	Credits	Expiry	Next pres	Last pres
TM111	Introduction to Computing and IT 1	30	n/a	2020D	2023D
TM112	Introduction to Computing and IT 2	30	n/a	2020D	2023J
TM129	Technologies in practice	30	n/a	2020D	2013J

Stage 1

Stage 1 : Optional group

You must take 30 credits (max 30 credit transfer)

Module	Title	Credits	Expiry	Next pres	Last pres
MST124	Essential mathematics 1	30	n/a	2020B	2025J
MU123	Discovering mathematics	30	n/a	2020B	2026B

Updated: November 2019

W36 - Diploma of Higher Education in Computing and IT – <u>Communications and Networking specialism</u> [Including 120 credits from T12] – <mark>MAPPED TO NETWORK ENGINEER HTQ</mark>

Stage 2 : group

You need 120 credits

Module	Title	Credits	Expiry	Next pres	Last pres
TM255	Communication and information technologies	30	n/a	2020J	2023J
TT284	Web technologies	30	n/a	2020J	2024J
TM254	Managing IT: why, what and how	30	n/a	2020J	2023J
TM257	Cisco networking (CCNA) part 1	30	n/a	2020J	2024J

Updated: November 2019

W36 - Diploma of Higher Education in Computing and IT – <u>Software specialism</u>
[Including 120 credits from T12] - <mark>MAPPED TO SOFTWARE DEVELPER HTQ</mark>

Stage 2 : group

You need 120 credits

Module	Title	Credits	Expiry	Next pres	Last pres
M269	Algorithms, data structures & computability	30	n/a	2020J	2024J
TT284	Web technologies	30	n/a	2020J	2024J
TM254	Managing IT: why, what and how	30	n/a	2020J	2023J
M250	Object-oriented Java programming	30	n/a	2020J	2023J

Updated: November 2019

Software - <mark>MAPPED TO SOFTWARE DEVELPER HTQ</mark>

Codes: T = taught; D = developed; A = assessed		LEVEL 1 COMPULSORY MODULES 90 credits			LEVEL 1 CORE OPTIONAL MODULES 30 credits				Level 2 Compulsory modules 120 credits			
		TM111	TM112	TM129	MST124	MU123			M250	TM254	M269	TT284
		60	30	30	30	30			30	30	30	30
1. Knowledge & understanding												
1.1 a broad critical understanding of the fundamental principles, concepts and techniques underlying Computing and IT;		TA	TA	TA	D	T			TDA	DA	TDA	TDA
1.2 an understanding of a range of models and languages to support the analysis and design of Computing and IT systems;				TA	DA	TA			TDA	DA	TDA	TDA
1.3 an understanding of the range of situations in which Computing and IT systems are used, the ways in which people interact with them, and the possibilities and limitations of such systems;		TA	TA	TA					TDA	TDA	DA	DA
1.4 a critical awareness of the ethical, social and legal issues that can be associated with the development and deployment of Computing and IT systems;		TA	TA	TA						TDA	DA	

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Learning outcome											
1.5 an awareness of major trends in Computing and IT and of the implications of these trends.		TA	TA	TA				TD A	TD A	TD A	TD A
2. Cognitive skills											
2.1 apply and critically evaluate key Computing and IT concepts in a range of contexts;		TA	TA	TA				TD A		TD A	TD A
2.2 apply and critically evaluate key Computing and IT concepts in a range of contexts;		TA	TA	TA	DA	TA		TD A		TD A	TD A
2.3 compare, contrast, critically analyse and refine specifications and implementations of software systems and/or simple hardware systems;				TA				TD A		TD A	TD A
2.4 devise and carry out a project in Computing and IT that applies and extends your knowledge and understanding, and critically reflect on the processes involved and the outcomes of your work.		TA	TA						DA		
3. Key skills											
3.1 communicate information, arguments, ideas and issues clearly and in appropriate ways, bearing in mind the audience for and the purpose of your communication;		TA	TA	DA				DA	TD A	DA	DA
3.2 work in a group, communicating effectively in a distance setting where the communication is computer-mediated;		T	T						DA		
3.3 work independently, planning, monitoring, reflecting on and improving your own learning;		TA	TA	D	D	D		D	DA	D	D
3.4 find, assess and apply information from variety of sources, using information technology where necessary;		TA	TA	DA				DA	DA	DA	DA
3.5 select and use accurately, appropriate numerical and analytical techniques to solve problems;		TA	TA		DA	TA			DA	TD A	
3.6 recognise and understand a range of technological problems and select suitable techniques for solving them.				TA				DA	DA	TD A	DA
4. Practical and/or professional skills											

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		TM111	TM112	TM129	MST124	MU123			TM254	TM255	TM257	TT284
4.1 analyse, design, evaluate and/or test Computing and IT systems, using appropriate simulation and modelling tools where appropriate;		TA	TA	TA					TDA	DA	TDA	TDA
4.2 plan and organise yourself and your work appropriately, including keeping systematic records of work in progress and outcomes;		TA	TA	DA	D	D			D	DA	D	D
4.3 demonstrate the ability to undertake ongoing learning in order to keep up to date with Computing and IT;		T	T	DA					D	D	D	D
4.4 identify and address the ethical, social and legal issues that may arise during the development and use of Computing and IT systems;		TA	TA	TA						DA		DA
4.5 use appropriate professional tools to support your work.		T	T	TA					D		DA	D

Communications & Networking - <mark>MAPPED TO NETWORK ENGINEER HTQ</mark>

		LEVEL 1 COMPULSORY MODULES 90 credits			LEVEL 1 CORE OPTIONAL MODULES30 credits				LEVEL 2 COMPULSORY MODULES 120 credits				
Codes: T = taught; D = developed; A = assessed		TM111	TM112	TM129	MST124	MU123			TM254	TM255	TM257	TT284	
		60	30	30	30	30			30	30	30	30	
1. Knowledge & understanding													

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Learning outcome		C1	C2	C3	C4	C5			C6	C7	C8	C9	
1.1 a broad critical understanding of the fundamental principles, concepts and techniques underlying Computing and IT;		TA	TA	TA	D	T			DA	TDA	TDA	TDA	
1.2 an understanding of a range of models and languages to support the analysis and design of Computing and IT systems;				TA	DA	TA			DA	TDA	TDA	TDA	
1.3 an understanding of the range of situations in which Computing and IT systems are used, the ways in which people interact with them, and the possibilities and limitations of such systems;		TA	TA	TA					TDA	TDA		DA	
1.4 a critical awareness of the ethical, social and legal issues that can be associated with the development and deployment of Computing and IT systems;		TA	TA	TA					TDA	TA			
1.5 an awareness of major trends in Computing and IT and of the implications of these trends.		TA	TA	TA					TDA	TDA	TDA	TDA	
2. Cognitive skills													
2.1 apply and critically evaluate key Computing and IT concepts in a range of contexts;		TA	TA	TA						TDA	TDA	TDA	
2.2 apply and critically evaluate key Computing and IT concepts in a range of contexts;		TA	TA	TA	DA	TA				TDA	TDA	TDA	
2.3 compare, contrast, critically analyse and refine specifications and implementations of software systems and/or simple hardware systems;				TA						D	TDA	TDA	
2.4 devise and carry out a project in Computing and IT that applies and extends your knowledge and understanding, and critically reflect on the processes involved and the outcomes of your work.		TA	TA						DA	DA			
3. Key skills													
3.1 communicate information, arguments, ideas and issues clearly and in appropriate ways, bearing in mind the audience for and the purpose of your communication;		TA	TA	DA					TDA	TDA	D	DA	

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3.2 work in a group, communicating effectively in a distance setting where the communication is computer-mediated;		T	T						DA	TDA	D		
3.3 work independently, planning, monitoring, reflecting on and improving your own learning;		TA	TA	D	D	D			DA	D	D	D	
3.4 find, assess and apply information from variety of sources, using information technology where necessary;		TA	TA	DA					DA	TDA		DA	
3.5 select and use accurately, appropriate numerical and analytical techniques to solve problems;		TA	TA		DA	TA			DA	TDA			
3.6 recognise and understand a range of technological problems and select suitable techniques for solving them.				TA					DA	TDA	DA	DA	
4. Practical and/or professional skills													
4.1 analyse, design, evaluate and/or test Computing and IT systems, using appropriate simulation and modelling tools where appropriate;		TA	TA	TA					DA	TDA	TDA	TDA	
4.2 plan and organise yourself and your work appropriately, including keeping systematic records of work in progress and outcomes;		TA	TA	DA	D	D			DA	D	D	D	
4.3 demonstrate the ability to undertake ongoing learning in order to keep up to date with Computing and IT;		T	T	DA					D	DA	D	D	
4.4 identify and address the ethical, social and legal issues that may arise during the development and use of Computing and IT systems;		TA	TA	TA					DA	D		DA	
4.5 use appropriate professional tools to support your work.		T	T	TA						TD	D	D	

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