Qualifications Landscape for Computing   
(publication April 2019)

**The table is ordered alphabetically by provider: GCSE with Progress 8, then other Progress 8 and then other qualifications with significant elements of computing.**

**Qualifications:**

Name including provider and URL of official source of information; years of examination entry.

**Subject content**

Description of the areas of content students will experience

**Comments**

Attributes relevant to a significant stakeholder group

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| **Qualification** | **Subject content** | **Comments** |
| GCSE Computer Science  [AQA](https://www.aqa.org.uk/subjects/computer-science-and-it/gcse/computer-science-8520)  2019, 2020, 2021 | Algorithms, Programming, Data representation, Computer systems, Computer networks, Cyber security, Ethical, legal and environmental impacts of digital technology on wider society, including issues of privacy, Aspects of software development.  Includes a 20 hour programming project. | **Progress 8 Academic qualification**  GCSE (9-1) level 1&2  Website, email contact, Programming Project Advisor allocated to each centre |
| GCSE Computer Science   [Edexcel - Pearson](https://qualifications.pearson.com/en/support/training-from-pearson-uk/pre-recorded-training/gcse-computer-science.html)  2019, 2020, 2021 | Algorithms / Decomposition Develop code, constructs Data type/structure Input/output/operators/subprograms Data representation Storage Compression Encryption Computational models Hardware, Logic Programming Networks Internet WWW Trends, issues and impact  Includes a 20 hour programming project. | **Progress 8 Academic qualification**  GCSE (9-1) level 1&2  Website, email contact and Facebook group provide support. Dedicated Subject Advisor (Tim Brady) on hand to answer all questions and provide support contact using teachingComputerScience@pearson.com |
| GCSE Computer Science   [OCR](https://ocr.org.uk/qualifications/gcse/computer-science-j276-from-2016)  2019, 2020, 2021 | CPU, memory and storage Networks Topologies System software/security Ethical Legal Cultural Environmental Computational thinking Algorithms Programming Logic Data representation  Includes a 20 hour programming project. | **Progress 8 Academic qualification**  GCSE (9-1) level 1&2  Website, email contact and Facebook group provide support, dedicated Subject Advisors to support centres, frequent teacher face to face network meetings, significant free resourcing, free ExamBuilder. |
| GCSE Computer Science  [WJEC Eduqas](http://eduqas.co.uk/qualifications/computer-science/gcse/) (England)  [WJEC](https://www.wjec.co.uk/qualifications/computer-science/r-computer-science-gcse-2017/) (Wales)  2019, 2020, 2021 | Computer systems hardware and architecture Logical operators and Boolean logic Networks and internet  Data structures Operating systems Programming (principles, SW engineering, program construction) Security and data management Ethical, legal, cultural and environmental  Includes a 20 hour programming project. | **Progress 8 qualification**  GCSE (9-1) level 1&2  GCSE (A\*-G) Wales only, level 1&2  Website and email contact provide support via Subject Officer. On screen assessment of programming. The only GCSE Computer Science provider in Wales. In both England and Wales provides a practical assessment of programming that contributes towards the final award. |

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| City & Guilds Level 2 Technical Award in Digital Technologies  [City & Guilds](https://www.cityandguilds.com/qualifications-and-apprenticeships/it/it-professional/5220-technicals-in-digital-technologies#tab=information)  2019, 2020, 2021, 2022 | Principles of digital technology  Digital technology communications  Creative use of digital technology  Collection and use of data | **Progress 8 Technical Award** **qualification**  Level 2 only  Assessed by exam 40% and synoptic assignment 60% internally marked and externally moderated. |
| NCFE Level 1 Technical Award in Interactive Media  [NCFE](https://www.qualhub.co.uk/qualification-search/qualification-detail/ncfe-level-1-technical-award-in-interactive-media-4566)  2019, 2020, 2021, 2022 | Throughout this qualification, your learners will gain valuable knowledge of:    Unit 1: how to identify and experiment with interactive media products, materials, techniques and processes  Unit 2: the interactive media industry and associated job roles  Unit 3: working to interactive media briefs, refining, developing and selecting ideas  Unit 4: forming an interactive media portfolio. | **Progress 8 Technical Award qualification**  Level 1  60% Internal Assessment: Internally marked and externally moderated portfolio of evidence  40% Externally set question paper  Sample portfolios available for all units  [Qualification Factsheet](https://www.qualhub.co.uk/media/9027/603-0851-5-l1-ta-interactive-media-factsheet.pdf)    Curriculum Support available: curriculum@ncfe.org.uk |
| NCFE Level 2 Technical Award in Interactive Media  [NCFE](https://www.qualhub.co.uk/qualification-search/qualification-detail/ncfe-level-2-technical-award-in-interactive-media-4568)  2019, 2020, 2021, 2022 | Throughout this qualification, your learners will gain valuable knowledge of:    Unit 1: how to identify and experiment with interactive media products, materials, techniques and processes  Unit 2: the interactive media industry and associated job roles  Unit 3: working to interactive media briefs, refining, developing and selecting ideas  Unit 4: forming an interactive media portfolio. | **Progress 8 Technical Award qualification**  Level 2  60% Internal Assessment: Internally marked and externally moderated portfolio of evidence  40% Externally set question paper  Sample portfolios available for all units  [Qualification Factsheet](https://www.qualhub.co.uk/media/9028/603-0851-5-l2-ta-interactive-media-factsheet.pdf)    Curriculum Support available: curriculum@ncfe.org.uk |
| Cambridge Nationals in Creative iMedia  [OCR](https://www.ocr.org.uk/qualifications/cambridge-nationals/creative-imedia-level-1-2-award-certificate-j807-j817/)  2019, 2020, 2021, 2022 | Pre-production skills, creating digital graphics, multimedia presentations, multi page websites, video/sound creating, Computer Games design, photography. | **Progress 8 Technical Award qualification**  Level 1 and Level 2, aggregated marking (move between L1/L2 easily), 25% external assessment, 75% internally marked - externally moderated.  No need to pass all units to be able to certify. |
| Cambridge National Certificate in Information Technologies  [OCR](https://www.ocr.org.uk/qualifications/cambridge-nationals/information-technologies-level-1-2-j808/)  2019, 2020, 2021, 2022 | Project life cycle and planning tools Data and Information - collection, use, processing Cyber security IT Legislation Software tools Iterative review and evaluation of a solution 2 compulsory units: 1 examined and 1 on skills (tests the knowledge learnt for the exam in a practical way) | **Progress 8 Technical Award qualification**  Some useful skills and content covered  Level 1 and 2  50/50 Exam and coursework  Website, email contact and Facebook group provide support |
| BTEC Level 1/Level 2 Tech Award in Digital Information Technology  [Pearson](https://qualifications.pearson.com/en/qualifications/btec-tech-awards/digital-information-technology.html)  2020, 2021, 2022 | User Interface Project Data and information representing information Collecting data Data Suitability Data Modelling Threats of Data Collection Processing Data Creating Data Dashboards Drawing Conclusions with Data Data Presentation Collaborative working Cloud Computing Cyber Security Legal and Ethical considerations Responsible Use of Systems | **Progress 8 Technical Award qualification**  Level 1&2  40% external assessment by exam.  New tech qualification (2018 teaching onward)  Dedicated Subject Advisor (Tim Brady)  [teachingICT@pearson.com](mailto:teachingICT@pearson.com) |
| BTEC Level 1/Level 2 First Award in Engineering Electronics and Computer Control Technologies  [Pearson](https://qualifications.pearson.com/en/qualifications/btec-firsts/engineering-electronics-and-computer-control-technologies-2014-nqf.html)  2019, 2020, 2021, 2022 | Engineering, manufacturing and transportation operations units include: the engineered world, electrical and electronic circuit construction and testing, and computer applications in engineering. | **Progress 8 Technical Award qualification**  Level 1&2  In-school assessment of the computer applications in engineering unit.  Dedicated Subject Advisor (Evren Alibaba) [teachingEngineering@pearson.com](mailto:teachingEngineering@pearson.com) |
| BTEC Tech Award Level 1/Level 2 in Creative Media Production  [Pearson](https://qualifications.pearson.com/en/qualifications/btec-tech-awards/creative-media-production.html)  2019, 2020, 2021, 2022 | Modern Digital Media qualification  Creative qualification with technical elements  Ideal for learners who want to work in Media with pathways in interactive media, digital publishing and film/TV production  Content is highly practical and allows for flexible teaching | **Progress 8 Technical Award qualification**  Level 1&2  60% internal and 40% synoptic external assessment.  Dedicated Subject Advisor (Susan Young)  [teachingMedia@pearson.com](mailto:teachingMedia@pearson.com) |
| GCSE ICT (+short course)  [CCEA](http://ccea.org.uk/ict/) (Northern Ireland only)  2019, 2020, 2021, 2022 | Communications Software; Presentation Package; Information Handling Package; Spreadsheet Package;  Using Multimedia and Games Technology; Using Graphics; Using Digital Video and Sound; Games Technology; Using Multimedia Assets; Knowledge of ICT Components; Data and Information; Digital Communication Methods; Applications of ICT; |  |
| GCSE ICT  [WJEC](https://www.wjec.co.uk/qualifications/ict/r-information-and-communication-technology-gcse/) (Wales only)  2019, 2020, 2021, 2022 | Comprises 4 units for a full award (2 for short course) in ICT. 60% coursework based focussing on the practical use of ICT based on scenarios supplied by the board. | GCSE (A\*-G) Wales only level 1&2  Website and email contact provide support via Subject Officer. The only GCSE ICT provider in Wales. |
| ICT Entry Pathways  [WJEC](https://www.wjec.co.uk/qualifications/ict/ict-entry-pathways/)  2019, 2020, 2021 | Centres and candidates are able to choose from a range of ICT-based units to gain up to a Level 1 award. There is no examination associated with this qualification candidates provide evidence of attainment in order to be awarded a unit at the appropriate level. Centres can submit candidate work in January and/or May. | E2/E3/Level 1 available in England and Wales  Website and email contact provide support via Subject Officer. |
| BTEC Level 1 (Level 3 entry) [Pearson](https://qualifications.pearson.com/en/home.html) | Award, Certificate, Diploma for IT Users (ITQ) [spec](https://qualifications.pearson.com/content/dam/pdf/BTEC-Entry-Level-and-Level-1/IT%20users/9781446934951_BTEC_Ent3Lvl1_ITusers_Issue_4.pdf)  <https://qualifications.pearson.com/en/home.html> | IT Users qualification for all students; certifies the digital literacy part of the Computing POS  Separate Level 1 OR Level 2 entry |
| TLM Level 1 Certificate In Open Systems and Enterprise  [The Learning Machine](https://theingots.org/community/node/166589)  Examination entry 2019 onward | Improving productivity using IT  IT security for users  Digital editing and publishing  Digital modelling  Digital design and graphics | Certificates graded GCSE D-G  Certificates graded Pass/Merit/Distinction/D\*    Pass/fail coursework for 30% to enter exam, exam 70%. |
| TLM Level 2 Certificate for IT User Skills in Open Systems and Enterprise  [The Learning Machine](https://theingots.org/community/node/167489)  Examination entry 2019 onward | Improving Productivity using IT  IT security for users  Choice of 40+ optional units to meet the interests and skills and staff and students. | Certificates graded GCSE A\*-C  120 GLH  Pass/fail coursework for 30% to enter exam, exam 70%. |
| TLM Level 2 Certificate in Cyber Security and Digital Forensics  [The Learning Machine](https://theingots.org/community/node/166767)  Examination entry 2019 onward | Understanding cyber security and online threats;  Analysing and evaluating cyber threats;  Applying and deploying security tools and best practice  Securing and defending and online system | Certificates graded GCSE A\*-C    Pass/fail coursework for 30% to enter exam, exam 70%. |
| TLM Level 2 Certificate In Open Systems IT Management  [The Learning Machine](https://theingots.org/community/Open_Systems_Management)  Examination entry 2019 only | Understanding global software communities and their products;  Using an operating system efficiently;  Computer hardware systems and networks;  Carrying out an IT systems management project; | Certificates graded GCSE A\*-C    Pass/fail coursework for 30% to enter exam, exam 70%. |
| NCFE Level 1 Certificate in Digital Skills (ITQ)  [NCFE](https://www.qualhub.co.uk/qualification-search/qualification-detail/ncfe-level-1-certificate-in-digital-skills-4588) | Find and Use Information  Safety and Security When Using Data and Digital Devices  Communicating and Collaborating Online  Using Word Processing Software  Digital Career Development | Pass/Fail Level 1  120 GLH  Internally assessed and externally quality assured portfolio of evidence |
| NCFE Level 2 Certificate in Digital Skills for Work (ITQ)  [NCFE](https://www.qualhub.co.uk/qualification-search/qualification-detail/ncfe-level-2-certificate-in-digital-skills-for-work-4584) | Using and Managing Information  Keeping Yourself and Others Safe When Using Digital Devices  Communicating and Collaborating Online  Digital Career Development | Pass/Fail Level 2  110 GLH  Internally assessed and externally quality assured portfolio of evidence |
| NCFE Level 2 Certificate in Digital Promotion for Business  [NCFE](https://www.qualhub.co.uk/qualification-search/qualification-detail/ncfe-level-2-certificate-in-digital-promotion-for-business-4420) | search engine optimisation  data protection and digital media  understanding social media  email campaigns and mobile phone applications  online reputation management  using the internet to raise funds and outsource business | Pass/Fail Level 2  150 GLH  Internally assessed and externally moderated portfolio of evidence |

[Key\_stage\_4\_qualifications\_and\_discount\_codes\_-\_2014\_to\_2020\_performance\_tables.xlsx](https://www.gov.uk/government/publications/key-stage-4-qualifications-discount-codes-and-point-scores)   
School performance measures: about the data [DfE](https://www.gov.uk/government/collections/school-performance-tables-about-the-data)

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| Please note: the area of badges as a means to recognising pupil achievement at key stage 3 and 4 is under review by the BCS Schools Curriculum and Assessment Committee. See <http://tinyurl.com/CAS-Assessment-badges> | | |
| Tech Future Badge Academy  <https://learning.thetechpartnership.com/badge-academy> | Cyber Security Capgemini- apps and data TCS- Dot comparison Web design Game Build and design Digital and Technical Skills Software Development O2 wearable tech | These are short courses, which can be completed at any time, they are written by tech companies- IBM, O2, Capgemnin etc, and the platform is now run by City and Guilds - technical and email support. |
| Open Badge Academy  <https://www.openbadgeacademy.com/academies> | A variety of Short Courses- Badges, developed by industry which can be put on CV’s and applications for apprenticeships, and can be delivered in schools  Digital Me | the platform is now run by City and Guilds - technical and email support. |
| [Digital Cyber Academy](https://www.digitalcyberacademy.com/) | Cyber Security | There are two labs (one for students, and one for SEN/neurodiverse); they offer reductions to schools and young people. Dedicated schools representative. |
| The Duke of York Inspiring Digital Enterprise Award (iDEA)  [The iDEA Project](https://idea.org.uk/docs/leaflet.pdf) | • CITIZEN BADGES Digital awareness, safety and ethics.  • WORKER BADGES Tools and techniques which are useful in the workplace.  • MAKER BADGES Digital creativity and building and making in the digital  world.  • ENTREPRENEUR BADGES How to originate ideas and bring them to life.  • GAMER BADGES Gamification techniques and help people learn how to make games. | Badges come in one of the 5 areas and in 4 ‘sizes’ worth 8 to 20 points. The Bronze, Silver or Gold Awards are earned by accumulating points. |