

BCS SMART DIGITAL AWARD IN E-SAFETY (LEVEL 1)



ASPIRING MINDS
TUITION



Lucy Stephenson
COURSE LEADER

Smart Digital covers the main concepts and skills needed to use devices and applications securely, safely, and effectively.

Smart Digital gives learners the skills they need to use devices correctly, understand how to find and analyse information critically, communicate safely and appropriately with others, and explore their potential through creation and collaboration (KS2/KS3)

There are three units in the programme:

Unit 1: Starting

- Start using devices and applications responsibly and securely, locate information online and create a simple research output.

Unit 2: Building

- Build skills and knowledge through creating online accounts and using common applications, finding and organising information, and creating and printing a well-structured report.

Unit 3: Sharing

- Share and develop content using more advanced research skills, select and manage applications, protect data and devices, create a variety of content as part of a broader project, interact safely and responsibly online and manage their digital identity.

Duration:

- Each unit is made up of 10 lessons, and each lesson is approximately one hour. Fast track delivery is also an option.

Assessment:

- There are three units. For each unit, learners complete an online exam and a skills demonstration.
- Each exam is 30-minutes and contains 12 questions. The pass mark is 75%.
- The skills demonstrations take place during the course delivery, which get signed off by the teacher after each unit.



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BCS THINKING AS A CODER (LEVEL 2)



Lucy Stephenson
COURSE LEADER

Learners will understand how to use computational thinking techniques to identify, analyse and solve problems. Learners will also understand how to design, write and test simple computer programs using well structured, efficient and accurate code.

Learners will use Python to code their computer programs (KS3+)

Duration:

- The guided learning hours is 39 hours which includes independent practical tasks. Fast track delivery is also an option.

Assessment:

- Learners complete an online exam.
- The exam is 45-minutes and contains 36 questions. The pass mark is 75%.

There are five units in the programme:

Unit 1: Computational Terms

- Learners will explore key computing concepts.

Unit 2: Computational Thinking

- Learners will explore problem analysis and algorithms.

Unit 3: Starting to Code

- Learners will explore variables and data types.

Unit 4: Building using Code

- Learners will explore logic, iteration, conditionality, procedures, functions, events and commands.

Unit 5: Test, Debug and Release

- Learners will explore how to check for and fix errors.

```
#EXAMPLE 2 - Procedures
#SUB PROGRAM
def greet_user(name):
    print("Hello there", name)
    print("Welcome to Aspiring Minds Tuition!")
#MAIN PROGRAM
greet_user("learners!")
```

```
Hello there learners!
Welcome to Aspiring Minds Tuition!
```



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BCS ROBOTICS (LEVEL 1)



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Learners will gain foundation skills and knowledge in robotics. Learners will feel confident building and programming a robot using widely available robotics kits and visual programming language. These skills can be further developed by completing one of our Level 2 courses, such as Thinking as a Coder. A robotic kit is required for this course (KS2/KS3)

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There are five units in the programme:

Unit 1: Robotic Concepts

- Learners will explore types of robots, their uses and the ethical considerations for their use.

Unit 2: Robotic parts

- Learners will explore the key components that enable a robot to function.

Unit 3: Simple control system

- Learners will explore how to setup a control system and how to test a robot.

Unit 4: Visual programming

- Learners will explore how to create and run a program as part of programming a robot.

Unit 5: Working with robots

- Learners will explore how to work with others to safely operate and navigate a robot within an environment.

Duration:

- There are 16 lessons of content in the programme. The guided learning hours is 37 hours. Fast track delivery is also an option.

Assessment:

- Learners complete an online exam and a skills demonstration.
- The exam is 45-minutes and contains 28 questions. The pass mark is 75%. Question types may include multiple choice, match-ups and fill in the blanks.
- The skills demonstration is 30-minutes, the learner completes this individually or in a group of three.



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IT USER SKILLS ICDL EXTRA (LEVEL 2)



Lucy Stephenson
COURSE LEADER

Learners will develop essential IT skills using word processing, spreadsheet and presentation software.

This Level 2 qualification is equivalent to a GCSE, our learners can continue to Level 3 which gains 24 UCAS points to put towards university entry and other higher education routes. Microsoft Office is needed for this course (KS3/KS4/KS5+)

Duration:

- The guided learning hours is 90 hours. Fast track delivery is also an option.

Assessment:

- Learners complete an online exam for each unit. The pass mark is 75%.

There are four units in the programme:

Unit 1: Word Processing Software

- Enter and combine text, create and modify layout and structures within word processing documents and format and present documents effectively.

Unit 2: Spreadsheet Software

- Enter, edit and organise numerical data, select and use appropriate formulas and data analysis tools and select and use tools and techniques to present and format spreadsheet information.

Unit 3: Presentation Software

- Input and combine text within presentation slides, use tools to structure, edit and format slide sequences and prepare slideshow for presentation.

Unit 4: Improving Productivity Using IT

- This unit facilitates the application of knowledge and skills gained through the previous units, in order to develop solutions, that make a demonstrable improvement to the use of IT tools and systems.



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