BTEC Assignment Brief

|  |  |
| --- | --- |
| Qualification | A-level Computing |
| Unit or Component number and title | 1 |
| Learning aim(s) (For NQF/RQF only) | Computer Science |
| Assignment title | A-level computing project |
| Assessor | Enter Name of Assessor |
| Hand out date | Sep 05, 2022 |
| Hand in deadline  | Apr 18, 2023 |
|  |
| Vocational Scenario or Context | Create a project for Computer science that has a lot of complexity |
|  |
| Task 1 | Create a project for Computer science that has a lot of complexity |
| Checklist of evidence required  | Create a project for Computer science that has a lot of complexity |
| Criteria covered by this task: |
| Unit/Criteria reference | To achieve the criteria, you must show that you are able to: |
| 1 / Analysis | Max 10 Marks |
| 1 / Design | Max 15 Marks |
| 1 / Developing the Coded Solution | Max 25 Marks |
| 1 / Testing to inform development | Max 10 Marks |
| 1 / Evaluation | Max 20 Marks |
| 1 / Evaluation of Solution | 15 Marks |
|  |  |

|  |  |
| --- | --- |
| Sources of information to support you with this Assignment | Create a project for Computer science that has a lot of complexity |
| Other assessment materials attached to this Assignment Brief | *e.g. work sheets, risk assessments, case study* |
| **FOR L1/2 FIRSTS ONLY:** If you have not achieved the Level 2 criteria, your work will be assessed to determine if the following Level 1 criteria have been met.  |
| To achieve the criteria, you must show that you are able to: | Unit | Criterion reference |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |