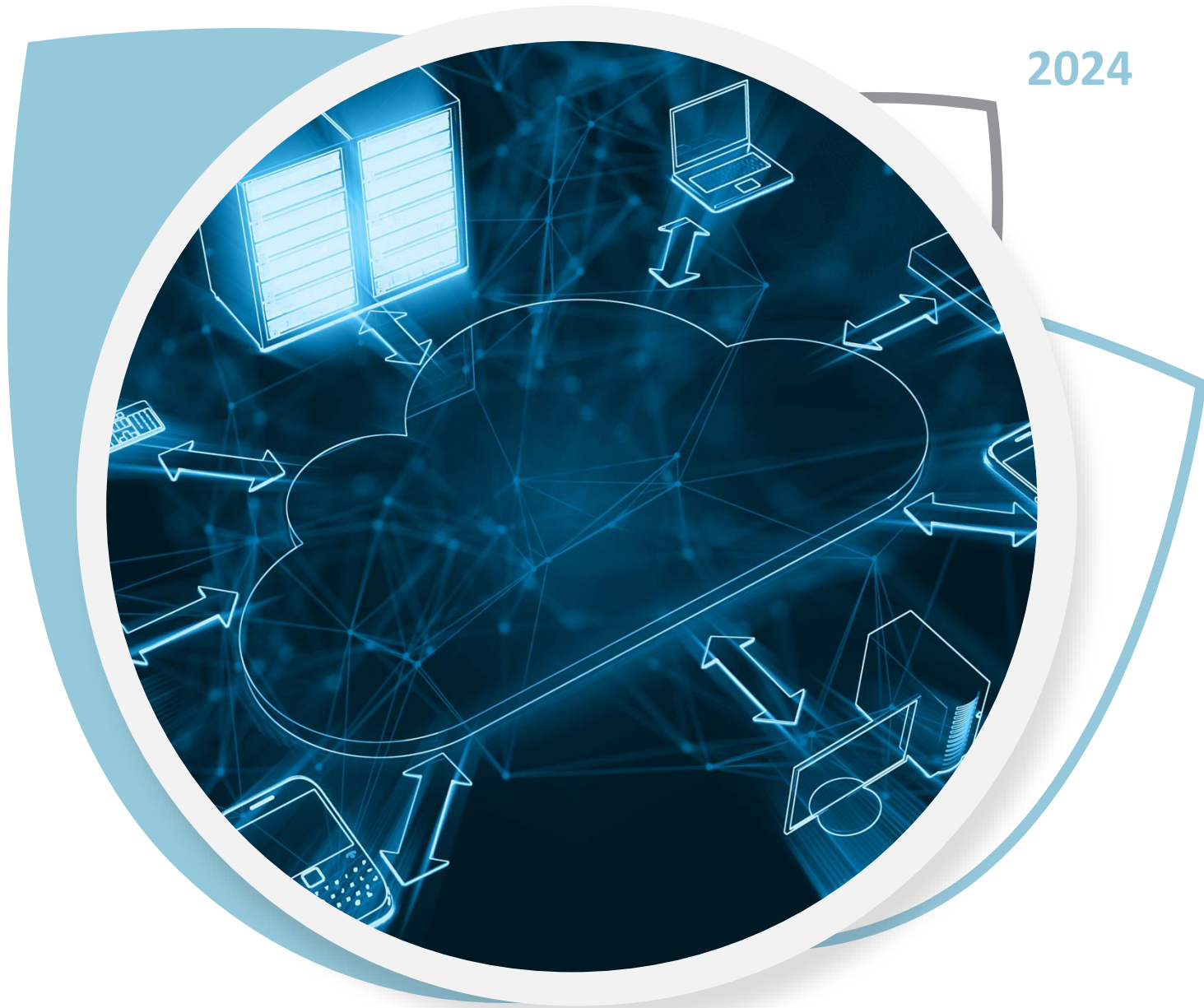


2024



**Streamline
Your Path
to Higher
Education**

**ATHE Level 3
Diploma in
Information &
Digital
Technologies**

Why Choose Sí?

Sí provides students with flexible, stackable qualifications in various career pathways, recognised worldwide. Our programme is designed for individuals seeking to fast-track their academic and professional goals. Through comprehensive courses and partnerships with top universities, Sí prepares students for successful careers and advanced degrees.

Programme Goals

- Provide foundational and advanced skills to prepare students for career readiness and further study.
- Offer flexible, stackable qualifications with seamless progression from diplomas to degree programmes.
- Deliver globally recognised qualifications accredited by ATHE and Qualifi, enhancing international career and academic opportunities.

Key Benefits

- **Flexible Learning:** Study at your own pace with online courses tailored to fit your schedule.
- **Global Accreditation:** Earn qualifications recognised by ATHE and Qualifi, opening doors to international career and academic opportunities.
- **Industry-Relevant Learning:** Engage in practical assignments and case studies that reflect real-world challenges, enhancing your employability.

Accreditation & Partnerships

Sí courses are accredited by ATHE and Qualifi, and recognised on the Ofqual Register. Our academic partnerships with prestigious institutions, such as the University of Bolton and Bangor University, provides seamless progression for students who wish to continue their studies with a Bachelor's top-up degree.



Programme Structure

Course Overview

This course equips students with foundational knowledge in programming, cybersecurity, digital technologies, and emerging trends. It provides practical and theoretical skills needed for further education or careers in IT, preparing students for today's digital environment.

Admission

Students should have five GCSEs (grades C/4 and above), relevant Level 2 qualifications, or equivalent international qualifications. A Level 2 standard in English and Mathematics is required, with additional support available for those with specific needs.

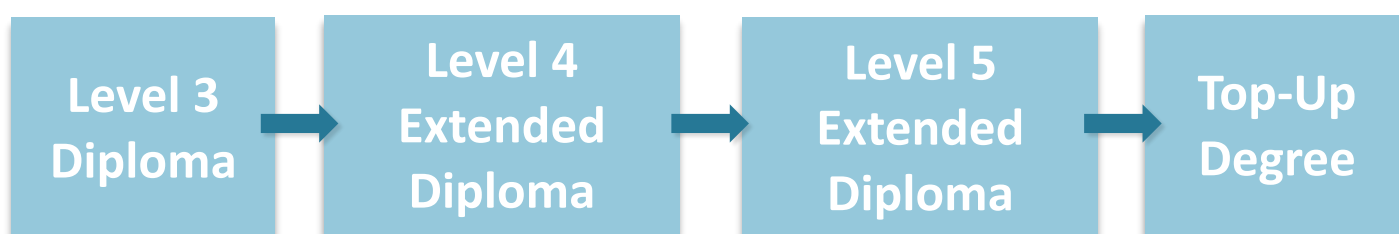
Assessment Methods

Students are assessed through a portfolio of evidence. This portfolio consists of assignments completed across all seven course modules, ensuring comprehensive evaluation of the knowledge and skills gained throughout the programme.

Technical Requirements

Our platform is fully technology driven; therefore, students will need a reliable PC, laptop, or tablet, or regular access to the aforementioned.

Students will need a stable internet connection with sufficient data to access online resources and participate in programme activities.



Course Structure

1. INTRODUCTION TO COMPUTER PROGRAMMING (10 CREDITS)

This module aims to provide students with the fundamentals of computer programming. Students will develop knowledge and understanding by investigating the range of coding languages available, their uses and the similarities across different languages.

2. INTRODUCTION TO COMPUTING MATHEMATICS (10 CREDITS)

This module aims to provide an overview of the mathematical skills required for computer programming. Students will develop knowledge and understanding in the mathematics areas used when working with a computing programming language.

3. INTRODUCTION TO CYBER SECURITY (10 CREDITS)

This module aims to overview cyber security and the importance of keeping yourself and your systems safe online. Students will understand the basics of security and the appropriate measures to take to reduce security risks.

4. INTRODUCTION TO DIGITAL TECHNOLOGIES (5 CREDITS)

This module aims to provide an overview of the range of digital technologies available across different business sectors and environments. Students will investigate the different areas and develop knowledge and understanding of the importance of digital technologies in today's world.

5. INTRODUCTION TO EMERGING TECHNOLOGIES (5 CREDITS)

This module aims to provide students with the necessary knowledge and understanding to investigate emerging technologies that are available and those that could be available in the future. Students will also develop essential academic and research skills to be able to formally present academic research findings, written and oral.



Course Structure (continued)

6. INTRODUCTION TO MOBILE APPLICATION DEVELOPMENT (10 CREDITS)

This module aims to provide an overview of the basics of mobile application development. Students will learn how to plan, develop, test, and launch a mobile application (app) to solve a problem.

7. INTRODUCTION TO WEB DEVELOPMENT (10 CREDITS)

This module aims to provide an overview of web development. Students will learn how to plan, develop, test, and launch a website. Students will understand engaging users and the inclusion of databases within websites.

