



MCAST

MQF Level 2

**IT2-01-21
IT2-01-21G**

Foundation Certificate in ICT

Course Specification

Course Description

The programme is designed to allow students with a School leaving Certificate to follow a study programme in the area of ICT. The course includes a significant amount of vocational practice that will help students form a clear idea of the nature of the trade or vocation of ICT. Students will receive a proper understanding of the basic areas that make up information and communication technology (ICT). This course is not intended to prepare the learner for immediate employment. However, it is the first in a series of programmes that will eventually prepare the learner to work within the computing industry.

Programme Learning Outcomes

At the end of the programme the learner is able to

- 1. Identify the main hardware components of a computer system.*
- 2. Carry out simple programming tasks using a high level language.*
- 3. Use multimedia applications to present information.*
- 4. Provide a solution for a given IT project.*

Entry Requirements

- Finished Compulsory Education or MCAST Introductory Certificate
- Initial Assessment Tests (as may be applicable)

Current Approved Programme Structure

Unit Code	Unit Title	ECVET
ITCGR-206-2002	Computer Graphics	6
ITSFT-206-1602	Programming	6
ITSYS-206-2002	Computer Systems	6
ITPRJ-206-2010	ICT Project	6
CDKSK-206-2004	English	6
CDKSK-206-2006	Mathematics	6
CDKSK-206-2005	Malti	6
CDKSK-206-2102	Community Social Responsibility	6
CDKSK-206-2008	Science	6
CDKSK-206-2107	Information Technology	6
Total ECVET/ECTS		60

Unit: ITCGR-206-2002 Computer Graphics

Unit level (MQF): 2

Credits : 6

Unit description

The learners will learn about two-dimensional graphics and image manipulation. Learners will be introduced to main concepts of computer graphics underlying digital image properties, image file formats and colour models. They will gain practical skills of image capturing from various sources, such as digital cameras, scanners, screen capturing, etc. as well as processing of digital images in raster graphics application. Learners will also be introduced to digital images creation and processing with vector graphics application.

Learning Outcomes

On completion of this unit learners should be able to:

1. Understand the specific terms related to computer graphics.
2. Perform image capturing using various methods.
3. Perform basic operations in raster graphics application software.
4. Performs basic operations in vector graphics application software.

Unit: ITSFT-206-1602 Programming

Unit level (MQF): 2

Credits : 6

Unit description

The aim of this unit is to introduce learners to the basic principles of computer programming, through the use of a visual drag and drop programming environment. The learners will have the opportunity to learn and develop basic problem-solving skills, so as to effectively apply coding principles, according to the problem definition. Learners will ensure the proper use of syntax and semantics in a programming language, once the solution has been designed.

The unit will cover basic programming concepts related to the design and implementation of event-driven applications. This will comprise the use of procedures and control structures (sequence, selection, and iteration), variables, data types, operators and arrays to reach a programming solution. Learners will be able to test and debug solutions, whilst documenting the results.

Learning Outcomes

On completion of this unit learners should be able to:

1. *Understand the principles of software design and development.*
2. *Understand the basic features of event driven programming.*
3. *Use basic data structures to create an event-driven application.*
4. *Perform testing and debugging of an event-driven application.*

Unit: ITSYS-206-2002 Computer Systems

Unit level (MQF): 2

Credits : 6

Unit description

This unit represents the extension of Level 1 units. The aim of this unit is to provide learners with a deeper understanding and practical knowledge about computer hardware, computer network connections, operating systems and application software as well as about common computer operations.

The learners will be introduced to features, application and the practical skills in upgrading, assembling, connecting, installing and configuring of the computer components and software applications. It will provide learners with the opportunity to gain basic understanding of network connections and various methods of connecting to the Internet taking into consideration health and safety precautions at the workplace.

Learning Outcomes

On completion of this unit learners should be able to:

1. *Practice the assembly and upgrade of an appropriate computer system.*
2. *Setup basic network interfaces and devices.*
3. *Perform operating system setup.*
4. *Perform peripheral installations.*

Unit: ITPRJ-206-2010 ICT Project

Unit level (MQF): 2

Credits : 6

Unit description

The primary aim of this unit is to teach learners how to identify and solve a simple problem using ICT skills. The learner will be able to combine the two designed units at this level; mainly Programming and Computer Graphics. The learner will analyse, develop, test and document the project using a development life cycle. This course is mainly designed to give learners experience in identifying the requirements and use what they learnt to solve the problem. The project will be individually evaluated and learners will be guided to achieve the necessary scenario content to fulfil the project requirements.

Learning Outcomes

On completion of this unit learners should be able to:

1. *Define a suitable problem for a basic ICT project.*
2. *Propose an ICT solution for the identified problem.*
3. *Design, implement and test the proposed ICT solution.*
4. *Present the developed ICT solution and its educational findings.*