

SOFTWARE DEVELOPER APPRENTICESHIP LEVEL 4



Approved
Centre

EMPLOYER TRAINING & APPRENTICESHIPS

For new or existing staff

This apprenticeship standard is a great route to build skills, knowledge and behaviours required of a software developers who can build and test simple, high-quality code across front end, logic and database layers; interpret design documentation and specifications and be responsible for their own elements of an overall project.

Qualification

BCS Software Development Methodologies, BCS Software Language

Completers may want to progress to A Masters in IT (various routes)

Delivery model and duration:

Training will be delivered in College and the workplace

Duration: Up to 24 months.

Ideal for:

- Web Developers
- Software Developers
- App Developers
- Games Developers

The apprenticeship will cover the following core areas:

- Software development lifecycle and methodologies
- Writing code and creating a user interface
- Linking code to databases
- Problem solving, testing code and analysing results
- Design: creating data models and software designs
- Analysis: understanding and creating basic analysis artefacts

Benefits to business:

- Develop the skills your business needs
- Get qualified and motivated staff
- Improve staff retention
- Future proof your business

Entry Criteria:

- 5 GCSEs including English and maths grade 9 - 4 or A* - C and 2 A Levels, one in a STEM subject, and/or a Level 3 IT apprenticeship

Benefits for learners:

- Gaining industry recognised professional qualifications
- Developing skills to increase your career potential
- Support from industry experienced staff
- Working with the British Computing Society

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GC
Gloucestershire College

End Point Assessment:

The final, end point assessment is completed in the last few months of the apprenticeship. It is based on:

- Portfolio – produced towards the end of the apprenticeship, containing evidence from real work projects which have been completed during the apprenticeship
- Synoptic project - giving the apprentice the opportunity to undertake a business-related project over a one-week period away from the day to day workplace
- Employer reference
- Structured interview - with an independent assessor, exploring what has been produced in the portfolio and the project as well as looking at how it has been produced

An independent assessor (from the BCS) will assess each element of the end point assessment and will then decide whether to award successful apprentices with a pass, a merit or a distinction.

Components
English and Maths
Functional Skills Level 2

Unit	Overview
Software Development Methodologies	<p>This module will allow apprentices to demonstrate knowledge and understanding of Software Development Methodologies, its theory and techniques. Key areas are:</p> <ul style="list-style-type: none">• Understand and operate at all stages of the software development lifecycle• Understand the similarities and differences (taking into account the positives and negatives of both approaches) between agile and waterfall software development methodologies• Understand how teams work effectively to produce software and contributes appropriately
Software Languages Syllabus	<p>This module covers the range of concepts, approaches and techniques that are applicable to Software Languages. Key areas are:</p> <ul style="list-style-type: none">• Understand and apply software design approaches and patterns; can interpret and implement a given design approaches and patterns; can interpret and implement a given design, compliant with security and maintainability requirements• Understand and apply the math required to be a software developer (for example but not limited to algorithms, logic and data structures)

