

Software Developer (Web) (Level 4)



Phase 1

Induction & Initial Assessment



Phase 2

Training Modules & contact from Skills Development Coach



Phase 3

Assessment Gateway



Phase 4

End Point Assessment



Apprenticeship Standard Software Developer (Web) (Level 4)

Blended Learning breakdown

		Training Centre	Remote
Phase 1	Induction & Initial Assessment	1 day	Training Centre only
Phase 2	Software Development Methodologies - Part 1	1 week	20 hours self-study 4 hours remote training
	Software Development Methodologies - Part 2	1 week	20 hours self-study 4 hours remote training
	Software Language - Part 1 (70 - 480 Programming in HTML5 JavaScript and CSS3, MCSA Web Applications Pathway)	1 week	20 hours self-study 4 hours remote training
	Software Language - Part 2 (70 - 480 Programming in HTML5 JavaScript and CSS3, MCSA Web Applications Pathway)	1 week	20 hours self-study 4 hours remote training
	Develop Software Using SQL	1 week	Training Centre only
	Phase 3	Assessment Gateway	Up to 1 week*
Phase 4	End Point Assessment	3 - 5 days	Training Centre only

*To be arranged by your Skills Development Coach

Course Details



Induction/Initial Assessment

1 day in the training centre

Functional Skills

If required, learners will sit a Maths and/or 3 English exams.
Allow 1 – 2 days per exam.

Software Development Methodologies (Part 1)

- Explain the role and function of the system development lifecycle
- Relate the seven generic stages of the software development lifecycle
- Illustrate the main activities in each stage of the software development lifecycle
- Demonstrate the high-level deliverables from each stage of the software development lifecycle
- Describe the primary differences between the waterfall and agile software development methods
- Explain the respective strengths and weaknesses of each of the waterfall and agile software development methods

Software Development Methodologies (Part 2)

- Demonstrate the selection criteria for using either the Waterfall or Agile software development method
- Relate the roles and responsibilities within software development and implementation
- Illustrate the structure of a software development team within an organisation
- Describe the responsibilities of project managers in software development and the difference between project life cycles and software development life cycles
- Demonstrate what team working aspects are needed to ensure effective delivery of software projects



Developing Software Using SQL

- Know how to query and display data from a single table
- Query and display data from multiple tables
- Manipulate data in tables
- Create and manage tables, views and indexes



Software Language (Part 1)

- Create the document structure by using HTML
- Write code that interacts with UI controls
- Apply styling to HTML elements programmatically
- Implement HTML5 APIs
- Establish the scope of objects and variables
- Create and implement objects and methods
- Implement program flow
- Raise and handle an event
- Implement exception handling
- Implement asynchronous programming
- Create a web worker process

Software Language (Part 2)

- Validate user input by using HTML5 elements
- Validate user input by using JavaScript
- Consume data
- Serialise, de-serialise and transmit data
- Style HTML text properties
- Style HTML box properties
- Create a flexible content layout
- Create an animated and adaptive UI
- Find elements by using CSS selectors and JQuery
- Structure a CSS file by using CSS selectors.



Assessment Gateway, Assessment Preparation & Administration Week

(Up to 1 week in the training)
Preparation week to understand the four elements of the assessment gateway.

Assessment Phase

Summative Portfolio

Synoptic Project

Technical Interview with SME

Employer Reference

Achievement of Apprenticeship

BCS Software Developer (Level 4)