

Applied Science L3 BTEC

BTECs embody a fundamentally learner-centered approach to the curriculum, with a flexible, unit-based structure and knowledge applied in project-based assessments. They focus on the holistic development of the practical, interpersonal and thinking skills required to be able to succeed in employment and higher education.

The Level 3 Applied Science Qualification is equivalent to one A Level and carries the equivalent number of UCAS points.

Overview of course - what can students expect?

High engagement practical work with minimal external assessment
 Half the course internally assessed – less examination pressure
 Practical Skills are assessed
 Preparation toward Scientific industry or work related courses.
 Strong links to medical science



Unit Content

01 Principles and application of science

This unit covers some of the key science concepts in biology, chemistry and physics.
 This is assessed by a traditional written exam (2 hours)

02 Practical scientific procedures and techniques

A coursework based unit, where students will be introduced to quantitative laboratory techniques, calibration, chromatography, calorimetry and laboratory safety, which are relevant to the chemical and life science industries.

03 Science and investigation skills

Learners will cover the stages involved and the skills needed in planning a scientific investigation: how to record, interpret, draw scientific conclusions and evaluate.

Skills required to succeed on course

Independence
 Organisation
 Investigative
 Analytical
 Problem solving
 Time management
 Scenario based learning



Support and guidance given throughout course? How do you monitor and provide intervention as and when?

Regular assessment deadlines – teacher monitoring of progress
 Support available with coursework and exam preparation

Where your course can lead to? Career choices?

BTEC applied science carries UCAS points. It can lead to higher education or employment.

Entry requirements

Grades 4 in English, Maths and Science