



AS / A2 Electronics (Level 3)

WHY TAKE THIS COURSE?

If you enjoy learning by experimenting and through practical work then you will enjoy Electronics. We aim to deliver the theory aspect of the course by allowing you to try things out in the lab. This course will give you the chance to learn how to use specialist equipment, develop your practical skills and requires no previous knowledge of the subject. However, 70% is assessed by written exam and you will need to have good problem solving and Maths skills. Electronics would serve as a very useful addition to advanced courses for potential engineers, scientists, music technologists and computer programmers. It is an excellent technical qualification.

WHAT WILL I STUDY?

The course is modular and has two theory modules and one practical module in each year. In the AS course you will learn about digital and analogue electronics. Applications include simple timers, counters and power amp design. On the A2 course there is a module based on programming and robotic systems and one on modern communication systems; in particular radio, television and mobile phones.

HOW WILL I BE ASSESSED?

30% of the assessment is based on coursework projects; you will spend about four weeks of lab time per year developing and testing a circuit you have designed yourself. Projects developed over the last three years have included a Scalextric lap counter, an infra-red people counter and a fruit machine.

WHAT SKILLS AND SPECIAL QUALIFICATIONS DO I NEED?

You are likely to have good practical ability, creative skills, an enquiring mind and mathematical ability. You will develop the ability to design and build complex circuits, fault find and to use test equipment. You will need GCSE Maths and GCSE Science or Physics at grade C or above. You should also have a minimum average GCSE pass of grade C.

WHAT CAN I DO NEXT?

Many of our students progress to University; some enter employment, sometimes through apprenticeship schemes. Fields of study are varied; Engineering, IT and Computer Games Design. Electronics is valued as a practical and science based advanced level qualification.

PRIESTLEY EXTRA

To further enhance your time with us we offer a variety of trips including lectures and visits to universities and opportunities for you to find out about future careers, in engineering, for example. We have speakers who come into College to talk about latest developments in the field.