

## AREAS FOR FURTHER DEVELOPMENT

## T LEVEL: DESIGN, SURVEYING AND PLANNING FOR CONSTRUCTION

T Level learners will have covered a broad spectrum of knowledge and understanding of the concepts, theories and principles relevant to the T level in the core content. They will then specialise and cover the knowledge and skills required in that occupational specialism, putting this into practise during the industry placement. There may be some areas a learner will need to further develop in a workplace environment following a T Level to reach full competence, such as behaviours. Following engagement with employers, industry experts and providers, we have captured below what these areas for development may be following a T Level. This will depend on the learner and an initial assessment. The RPL guidance gives further details.

# Occupational Specialism: Surveying and Design for Construction and the Built Environment Standard: Digital Engineering Technician

#### Aspects for further development

#### Knowledge

K6 Technology and Innovation- Aware of the appropriate application of technology and the human to technology interfaces. Understanding the impact of sensory networks and the Internet of things.

#### **Skills**

- S1 Health and Safety- Able to identify risk activities and encourage all employees to demonstrate safety-conscious behaviours. Able to extract reports and images for toolbox talks and site- inductions using models and simulations.
- S2 Sustainability- Assess, identify and record the environmental impact of project. Using models to demonstrate the reduction of waste to stakeholders.
- S6 Technology and Innovation Assist in the implementation of innovation, contributing to case studies that demonstrate value. Good general IT skills and their application.
- S11 Maintain and Operate Demonstrate the ability to move information from project delivery into commissioning and operation through involvement in the handover of digital assets.



# **Additional Learning**

Further Practical Application in the workplace Behaviours