

**April Semester****Building, Environment, Technology & Simple Construction  
(20 Credits)**■ **Core Module**

Duration: 1 semester

On successful completion of the module, you will be offered entry to the UCEM undergraduate programme of your choice. You will be able to transfer your academic credits when you enter your BSc programme. Alternatively, you can choose to be awarded a Certificate of Personal and Professional Development (CPPD).

Should you require further information about programme, please contact [admissions@ucem.ac.uk](mailto:admissions@ucem.ac.uk)

**BSc Access Module****Building, Environment, Technology & Simple Construction (20 Credits) (core)****Aims**

This module provides an introduction to building, environment and technology based on simple construction, establishing a foundation of knowledge and understanding to be developed in later modules. It develops students' communication skills, enabling them to describe simple construction in a professional manner.

Simple building examples are included, such as traditional masonry construction and roof construction typical in buildings of up to three storeys. Perspectives such as sustainability are considered.

**Learning outcomes**

- L01. Identify the concepts and principles associated with the building, environment and technology of simple construction and be able to evaluate and interpret them using sketches, drawings or in written form.
- L02. Describe building elements and components in specific situations; how, when and where they would be favoured; and the construction sequence for simple buildings.
- L03. Evaluate the appropriateness of different approaches, materials and construction in simple construction in accordance with building, environment and technology theories and sustainability.
- L04. Communicate accurately and reliably on building, environment and technology issues for simple construction, using structured coherent arguments and theory.

**Assessment**

	Weighting
Assessment 1: Coursework	60%
Assessment 2: Coursework	40%
Pass mark: 40%	