

AUTUMN 1

Component 1- 30% Coursework weighting.

Exploring user interface design principles and project planning techniques. Learners will develop their understanding of what makes an effective user interface and how to effectively manage a project. They will use this understanding to plan, design and create a user interface.

Prior Learning

Students will have basic knowledge of using power point, this will move them to a higher level in terms of designing suitable user interfaces and using more advanced power point tools.

AUTUMN 2

Component 1- 30% Coursework weighting.

Exploring user interface design principles and project planning techniques. Learners will develop their understanding of what makes an effective user interface and how to effectively manage a project. They will use this understanding to plan, design and create a user interface.

Prior Learning

Students will have basic knowledge of using power point this will move them to a higher level in terms of designing suitable user interfaces and using more advanced power point tools.

SPRING 1

Component 1- 30% Coursework weighting.

Exploring user interface design principles and project planning techniques. Learners will develop their understanding of what makes an effective user interface and how to effectively manage a project. They will use this understanding to plan, design and create a user interface.

Prior Learning

Students will have basic knowledge of using power point this will move them to a higher level in terms of designing suitable user interfaces and using more advanced power point tools.

SPRING 2

Component 1- 30% Coursework weighting.

Exploring user interface design principles and project planning techniques. Learners will develop their understanding of what makes an effective user interface and how to effectively manage a project. They will use this understanding to plan, design and create a user interface.

Prior Learning

Students will have basic knowledge of using power point this will move them to a higher level in terms of designing suitable user interfaces and using more advanced power point tools.

SUMMER 1

Component 1- 30% Coursework weighting.

Exploring user interface design principles and project planning techniques. Learners will develop their understanding of what makes an effective user interface and how to effectively manage a project. They will use this understanding to plan, design and create a user interface.

Component 3

Effective digital working practices.

Prior Learning

Students will have been introduced to several of the topic areas throughout KS3 and will incorporate both Component 1 and 2 into the revision ready for the exam.

SUMMER 2

Component 3- Effective Digital working practises. 40 % assessment weighting.

Learners will learn about the impact of modern technologies, threats to data, responsible use of digital systems, legal and ethical issues and planning and communication in digital systems

Students will have been introduced to several of the topic areas throughout KS3 and will incorporate both Component 1 and 2 into the revision ready for the exam.

CAREERS LINKS

ICT teacher, graphic designer, games developer.

CHARACTER LINKS

Traits of motivation and perseverance (performance virtues) are harnessed when completing large coursework requirements. Critical thinking, judgement and autonomy traits are fostered (intellectual virtues) when working independently.

KEY ASSESSMENT DATES

Year 10 coursework is assessed between Sept-April. End of topic tests are set for the exam unit commencing May-July.