Curriculum Map 2021/2022

ST MARY'S CE HIGH SCHOOL

YEAR 9 DIGITAL INFORMATION TECHNOLOGY

This BTEC qualification gives learners the opportunity to develop sector-specific knowledge and skills in a practical learning environment. There are 3 units of study that must be completed throughout the two year course:

Component 1: Exploring User Interface Design Principles and Project Planning Techniques (completed in Year 10)
Component 2: Collecting, Presenting and Interpreting Data (completed in Year 11)
Component 3: Effective Digital Working Practices (started in Year 10 and completed in Year 11)

	Autumn 1a Comp 1: Exploring User Interface Design Principles and Project Planning Techniques Learning Aim B: Use project planning techniques to plan and design a user interface	Autumn 1b Comp 1: Exploring User Interface Design Principles and Project Planning Techniques Learning Aim B: Use project planning techniques to plan and design a user interface	Spring 2a Comp 1: Exploring User Interface Design Principles and Project Planning Techniques Learning Aim C: Develop and Review a User Interface	Spring 2b Comp 1: Exploring User Interface Design Principles and Project Planning Techniques Learning Aim C: Develop and Review a User Interface	Summer 3a Comp 1: Exploring User Interface Design Principles and Project Planning Techniques Learning Aim C: Develop and Review a User Interface	Summer 3b Comp 3: Effective Digital Working Practices Learning Aim A: Modern Technologies
CONTENT	**B1 –** Project planning techniques – Students will investigate different planning tools and design methodologies that can be used to plan, monitor and execute projects **B2 –** Create a project plan – Students will select suitable project planning techniques to develop a project plan for the development of a user interface for a given brief	**B3 –** Create an initial design – Students will create an initial design using the design principles	**C1 -** Developing a user interface – Students will use their design to produce a user interface	**C2 –** Refining the user interface – Students will refine their user interface using an iterative process with potential users.	**C3 –** Review – Students will review the success of the user interface and the use of their chosen project planning techniques	**A1 –** Modern Technologies – understand why modern technologies are technologies are used by organisations and stakeholders to access and manipulate data, and to provide access to systems and tools to complete tasks. **A2 -** Impact of modern technologies – Students need to know how modern technologies impact on the way organisations perform tasks. Students need to know how technology is used to manage teams, to enable stakeholders to access tools

						and services, and to communicate effectively. Students need to understand the positive and negative impacts of the use of modern technologies has on the organisations and stakeholders
SKILLS	Decision making, investigating and research, literacy skills and project planning	Decision making, investigating and research, literacy skills, following a project plan, design and creating and developing a product	Design and creation of a functional user interface. Meeting client requirements. Report writing, explanation of design choices	Design and creation of a functional user interface. Meeting client requirements. Testing and improvement, justification of changes made	Evaluative writing, justification of final product, report writing	How to write exam answers. Communication technologies Features and uses of Cloud storage Features and uses of Cloud computing How the selection of platforms and services impacts on the use of cloud technologies How the cloud and 'traditional' systems are used together Implications for organisations when choosing cloud technologies Changes to modern teams facilitated by modern technologies How modern technologies can be used to manage modern teams How organisations use modern technologies to communicate with stakeholders How modern technologies aid inclusivity and accessibility Positive & Negative impacts of modern technologies on organisations & individuals

KEY QUESTIONS	What are the different planning tools that can be used? What are the different project methodologies that can be used to plan a project? What do the individual letters of SMART stand for? How do we identify our audience and purpose and our project requirements? Why are timescales important? What are the 4 main constraints that can affect a project? What are the risks and how can we mitigate them?	How do we produce a design that meets user needs? How do we use a test plan to improve our product? How do we ensure that our design helps to increase user confidence and familiarity?	What features must be considered when creating a product for a client? How can we ensure ease of use for our product?	How do we test our product? How do we refine the product? What is the importance of testing, improving and then testing again?	How do we evaluate our final product? Why is it important to have users test the final product?	How are communication technologies used with organisations? What are the key features of cloud storage? What are the key features of cloud computing? What is the difference between cloud storage and cloud computing? How can we use traditional and cloud systems together? How have the changes in technology impacted modern teams? What are the positive and negative impacts of modern technologies?
ASSESSMENT	A project plan that contains a combination of project planning tools, including the tasks lists, written descriptions and Gantt charts	A design specification that contains a combination of different design techniques, including detailed sketches and electronic story boards and their test plan	The start of a user interface with documentation of the creation of the user interface.	A complete user interface that has been self-tested and improved upon with relevant print screens showing these improvements.	A complete report that shows the creation of the user interface, the improvements from self-testing and peer testing. This report will also include a comprehensive evaluation of the user interface.	End of module assessment based on modern technologies.