



St Mary's CE High School Curriculum Map 2023-24

BTEC Level 1/2 Digital Information Technology Year 10

The Award gives learners the opportunity to develop sector-specific knowledge and skills in a practical learning environment.

| | Autumn 1a Comp 1: Use project planning techniques to plan, design and develop a user interface | Autumn 1b Comp 1: Use project planning techniques to plan, design and develop a user interface | Spring 2a Comp 1: Be able to review a user interface | Spring 2b Coursework completion | Summer 3a Coursework resubmission & Comp 2 | Summer 3b |
|----------------|--|--|---|--|--|---|
| CONTENT | <p>Recap of Learning Aim A (Understanding interface design and organisations)</p> <p>B1 Project Planning Techniques – Learners will understand the use of different planning tools and design methodologies that can be used to plan, monitor and execute projects.</p> <p>B2 Creating a Project Proposal and Plan – Learners will understand project planning techniques used to develop a project proposal and project plan for the development of a user interface for a given brief.</p> | <p>B3 Creating an Initial Design – Learners will understand how to produce an initial design using design principles</p> <p>B4 Developing a User Interface – Learners will understand how to use their design to produce a user interface.</p> | <p>C1 Review – Learners will understand how to review the success of the user interface and the use of their chosen project planning techniques.</p> <p>Once content is completed students will start to complete their coursework based on the content covered. Students will only have lesson time to complete this work and it will be completed in a controlled environment.</p> | Coursework Completion | <p>Coursework Resubmission</p> <p>A1 Characteristics of data and information – Learners will understand the concepts of data and that data is meaningless without converting it into information by adding structure and context.</p> <p>A2 Representing information – Learners will understand the different ways of representing information and will be able to explain situations</p> <p>A3 Ensuring data is suitable for processing – Learners will understand the methods that can be used to ensure data input is suitable and within boundaries so that it is ready to be processed</p> | <p>A4 Data collection – Learners will understand the different types of data collection methods, the strengths and weaknesses of each, how data collection features affect its reliability and how the collection of data could be improved</p> <p>A5 Quality of information – Learners will understand the factors that affect the quality of information.</p> <p>A6 Sectors that use data modelling – Learners will understand how different types of data are used by organisations for data modelling.</p> <p>A7 Threats to individuals – Learners will understand the different threats that face individuals who have data stored about them.</p> |



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| SKILLS | Different uses of planning tools and design methodologies Developing a project proposal and project plan for a given brief | Producing designs using set design principles How to use a design to produce a user interface | Reviewing the success of the interface and the use of their planning techniques | Coursework completion | The difference between data and information The different ways of representing information and the situations where they would be used The methods that can be used to ensure data input is suitable | The different data collection methods (including strengths & weaknesses of each) Factors that affect the quality of information How data is used by organisations The different threats individuals face in regards to their data |
|---------------|---|--|--|-----------------------|--|---|
| KEY QUESTIONS | What are the main types of user interfaces used in day to day life? Why are audience needs an important factor within user interface design? What are the different design principles you must consider? How can you improve the speed and access to user interfaces? What are the different planning tools? What are the different planning methodologies? What is the difference between a project proposal and a project plan? | How can you produce effective designs? How will you consider user needs? How will you ensure user confidence within your designs? How can you use your designs to create your user interface? | How do you complete a review of your work? Why is it important to review and improve your work? | Coursework completion | What is the difference between data and information? How can data be represented? What are the different data validation methods? What are the different verification methods? | What is the difference between primary and secondary data? What are some of the data collection methods? How can we ensure the accuracy of information? How do the different sectors use data modelling? What are the different threats that individuals data face? |



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| ASSESSMENT | Practice task 1A Practice task 1B | Practice task 2 Practice task 3 | Practice task 4 Coursework completion | Coursework completion | Practice task 1 | Practice task 2A |
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