

## Digital IT Year 10

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topics	Investigate user interface design for individuals and organisations.	Investigate user interface design for individuals and organisations.	Exploring User Interface Design Principles and Project Planning Techniques.	Collecting, Presenting and Interpreting Data.	Collecting, Presenting and Interpreting Data.	Collecting, Presenting and Interpreting Data.
Assessment	Portfolio of tasks, end of topic tests.	Portfolio of tasks, end of topic tests. Past papers. Component 1: Pearson authorised assignment.	Portfolio of tasks, end of topic tests. Past papers. Component 1: Learning aim B and C: formal assessment	Portfolio of tasks, end of topic tests. Past papers. Component 2: Learning aim A: formal assessment	Portfolio of tasks, end of topic tests. Past papers	Portfolio of tasks, end of topic tests. Component 2: Learning aim B and C: formal assessment
Homework	Research into different aspects of user interfaces. Online assessments.	Pearson authorised assignment. Research into different aspects of user interfaces. Online assessments.	Research into interface design and project planning. Online assessments.	Research into collecting, presenting and interpreting data. Online assessments.	Research into collecting, presenting and interpreting data. Online assessments.	Research into collecting, presenting and interpreting data. Online assessments.
Arts Mark	Design of online form interfaces based on best-practices including accessibility for all users.	Design and evaluation of user interfaces for computer systems: sketches and storyboards.	Creation of mind maps, mood boards and graphical descriptions relating to project brief.	How to present information: text, numbers, tables, graphs/charts and infographics.	Presentation methods: form controls, graphs/charts, pivot tables, conditional formatting and select data/range.	Presentation methods and features; the impact of presentation.

<b>Building on prior learning</b>	Subject sits between iMedia and Computer Science, aspects of which are taught at KS3, drawing on aspects of both (e.g. hardware components, interfaces, presentation skills). Utilises design and presentation skills learned throughout the school, especially presentations.
<b>Enrichment within the Curriculum</b>	Opportunities to get hands on with the internal workings of a Computer and lead demonstrations at open evening for the department.
<b>Extracurricular opportunities</b>	Opportunity to participate in Code Club, including programming with Micro:bits, Raspberry Pi's, Python; and web design.
<b>Positive impacting on personal development (SMSC)</b>	Encourages independent research, planning and thinking throughout the two-year course. Opportunities to create interfaces and critically evaluate existing ones created by third-parties.
<b>Preparing for the next stage of education</b>	Prepares students for the next level of BTEC at Year 12.
<b>Ways to support your child's learning</b>	Praise for effort rather than being 'clever' shows them that by working hard they can always improve
Visits and trips Websites / books /papers / magazines TV/Films Blogs/ podcasts	<ul style="list-style-type: none"> <li>• Purchase the Pearson revision guides</li> <li>• Encourage them to read the latest technology and innovation blogs / news (e.g. Computer Weekly, Engadget, BBC Click)</li> </ul>