

Computing Curriculum 2021- 2022

	Year 10	Year 11
BTEC Tech Award Digital Information Technology		
Autumn 1	<p>Component 2: Collecting and Interpreting Data</p> <p>Learning Aim A: Investigate the role and impact of using data on individuals and organisations</p> <ul style="list-style-type: none"> • Learners will understand the concepts of data and that data is meaningless without converting it into information by adding structure and context. • Learners will understand the different ways of representing information and will be able to explain situations where they would be used. • 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. • Learners will understand how the data collection method and data collection features affect its reliability. 	<p>Component 1: Exploring user interface design principles and project planning techniques</p> <p>Learning Aim A: Investigate user interface design for individuals and organisations</p> <ul style="list-style-type: none"> • Learners will investigate different types of user interface used by individuals and organisations. They will investigate how they vary across different uses, devices and purposes. • Learners will investigate the varying needs of the audience and how they affect both the type and the design of the interface.
Autumn 2	<p>Component 3 Effective Digital Working Practices</p> <p>Learning Aim A: Learners should learn about how current and modern technologies are used by and have an impact on organisations and their stakeholders. Learners need to know the ways in which organisations and associated individuals use modern technologies to exchange information, communicate, and complete work-related tasks.</p>	<p>Component 1: Exploring user interface design principles and project planning techniques</p> <p>Learning Aim A: Investigate user interface design for individuals and organisations</p> <ul style="list-style-type: none"> • Learners will investigate a wide variety of design principles that provides both appropriate and effective user interaction with hardware devices.

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	<p>A. Demonstrate knowledge of facts, terms, processes and issues in relation to digital information technology</p> <ul style="list-style-type: none"> • Communication Technologies • Features & uses of cloud storage • Features & uses of cloud computing • Platforms and impacts of cloud technologies • Cloud and traditional systems: <ul style="list-style-type: none"> ○ Implications of choosing these systems • Changes to modern teams • Managing of modern teams using technology • Communication with stakeholders • Impact of modern technology on inclusivity and accessibility • Positive and negative impacts of modern technology on organisations and individuals 	<ul style="list-style-type: none"> • Learners will investigate techniques that can be used to improve both the speed and access to user interfaces. <p>Learning Aim B: Use project planning techniques to plan and design a user interface</p> <ul style="list-style-type: none"> • Learners will investigate different planning tools and design methodologies that can be used to plan, monitor and execute projects. • Learners will select suitable project planning techniques to develop a project plan for the development of a user interface for a given brief.
Spring 1	<p>Component 3: Effective Digital Working Practices</p> <p>B. Apply an understanding of facts, terms, processes and issues in relation to digital information technology</p> <ul style="list-style-type: none"> • Why systems are attacked • External threats • Internal threats • Impact of security breach • User Access restrictions • Data level protection 	<p>Component 3: Effective Digital Working Practices (revision)</p> <p>Component 1: Exploring user interface design principles and project planning techniques</p> <p>Learning Aim B: Use project planning techniques to plan and design a user interface</p> <ul style="list-style-type: none"> • Learners will create an initial design using the design principles

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	<ul style="list-style-type: none"> Finding weaknesses and improving system security <p>Learners should understand the need for and nature of security policies in organisations. They should understand the content that constitutes a good security policy and how it is communicated to individuals in an organisation</p> <ul style="list-style-type: none"> Security policies and responsibilities Disaster Recovery Policies <p>AO3: Analyse, evaluate and make reasoned judgements about the use, factors and implications influencing digital information technology</p> <ul style="list-style-type: none"> Shared data Legal and ethical issues <ul style="list-style-type: none"> Equal access to services Net neutrality Acceptable use policies Data Protection Intellectual Property Criminal misuse of computer systems 	<p>Learning Aim C: Develop and review a user interface:</p> <ul style="list-style-type: none"> Learners will use their design to produce a user interface. Learners will refine their user interface using an iterative process with potential users.
Spring 2	<p>Component 3: Effective Digital Working Practices</p> <p>AO4: Make connections with the concepts, issues, terms and processes in digital information technology</p> <p>Understand how organisations use different forms of notation to explain systems, data and information:</p> <ul style="list-style-type: none"> data flow diagrams flowcharts 	<p>Component 1: Exploring user interface design principles and project planning techniques</p> <ul style="list-style-type: none"> Learners will refine their user interface using an iterative process with potential users. Learners will review the success of the user interface and the use of their chosen project planning techniques.

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	<ul style="list-style-type: none"> • system diagrams • tables • written information • Be able to interpret information presented using different forms of notation in a range of contexts • Be able to present knowledge and understanding using different forms of notations: <ul style="list-style-type: none"> ○ data flow diagrams ○ information flow diagrams ○ flowcharts <p>Component 2: Collecting and Interpreting Data</p> <p>Learning Aim B: Create a dashboard using data manipulation tools</p>	<p>Component 1: Exploring user interface design principles and project planning techniques</p> <ul style="list-style-type: none"> • Learners will review the success of the user interface and the use of their chosen project planning techniques.
Summer 1	<p>Component 3: Revision</p> <p>Component 2: Collecting and Interpreting Data</p> <p>Learning Aim C: Draw conclusions and review data presentation methods</p>	
Summer 2	<p>Component 1: Exploring user interface design principles and project planning techniques</p> <p>Learning Aim A: Investigate user interface design for individuals and organisations</p>	