

INFORMATION TECHNOLOGY

Year 10

What are the aims and intentions of this curriculum?

The BTEC Award in Digital Information Technology gives learners the opportunity to develop sector-specific knowledge and skills in a practical learning environment. The main focus is on the development of key skills that enables students to prove their aptitude in digital information technology in areas such as project planning, designing and creating user interfaces and creating dashboards to present and interpret data. Students also learn effective ways of working in digital information technology, such as through project planning, learning the iterative design process, understanding the importance of effective cyber security and learning the legal and ethical codes of conduct which would apply. Students are encouraged to consider other important factors in the effective use of digital information technology, including the importance of personal management and communication. Students learn knowledge that underpins effective use of skills, process and attitudes in the digital IT sector such as how different user interfaces meet user needs, how organisations collect and use data to make decisions, how virtual workplaces work, cyber security issues and legal and ethical issues.

Term	Topics	Knowledge and key terms	Skills developed	Assessment
Autumn 1	Exploring User Interface Design Principles and Project Planning Techniques	 Develop understanding Manage a project Plan and design Create a user interface 	Investigate user interface design for individuals and organisations. What is a User Interface? Audience needs. Design Principles. Designing an efficient user interface.	Assessment test on designing and using user interfaces and effective planning techniques.
Autumn 2	Exploring User Interface Design Principles and Project Planning Techniques	 Develop understanding Manage a project Plan and design Create a user interface 	Use project planning techniques to plan and design a user interface. Project planning techniques. Creating a project plan. Creating initial designs.	Assessment test on designing and using user interfaces and effective planning techniques.
Spring 1	Exploring User Interface Design Principles and Project Planning Techniques	 Develop understanding Manage a project Plan and design Create a user interface 	Develop and review a user interface. Developing a user interface. Refining a user interface. Effective review techniques.	Internal assessment project for moderation.
Spring 2	Collecting, Presenting and Interpreting Data	 Investigate the role and impact of using data on individuals and organisations Create effective dashboards using appropriate data manipulation 	Characteristics of data and information. Representing information. Ensuring data is suitable for processing. Data collection methods. The quality of information and its impact on decision	Assessment test on data and information and different data collection methods.

Summer 1	Collecting, Presenting and Interpreting Data	 tools Draw conclusions and review data presentation methods Investigate the role and impact of using data on individuals and organisations Create effective dashboards using appropriate data manipulation 	making. Sectors that use data modelling. Data threats to individuals. Data processing methods. Producing effective dashboards which are suitable for audience and purpose.	Assessment test on data processing methods and practical task on producing an effective dashboard.
		 tools Draw conclusions and review data presentation methods 		
Summer 2	Collecting, Presenting and Interpreting Data	 Investigate the role and impact of using data on individuals and organisations Create effective dashboards using appropriate data manipulation tools Draw conclusions and review data presentation methods 	Mock assessment task on collecting, analysing data and presenting data.	Mock assessment task on collecting, analysing and presenting data.
	Work experience			
	Alliance Challenge	Team building, self confidence	Team work and collaboration	