



Year 10 Long Term Plan (IT)

“Computers are incredibly fast, accurate, and stupid; humans are incredibly slow, inaccurate and brilliant; together they are powerful beyond imagination.” Albert Einstein

Year 10 Intent / End Point:

Year 10 students develop their knowledge and understanding of different hardware and software applications and the tools and techniques used to select, store, manipulate and present data. They also explore the various risks associated with the collection, storage and use of data, including legal, moral, ethical and security issues, and how such risks can be mitigated.

		<u>HT1-HT4</u>				<u>HT5</u>	<u>HT6</u>
<u>Unit title</u>		TA1: Planning and designing the spreadsheet solution	TA2: Creating the spreadsheet solution	TA3: Testing a spreadsheet solution	TA4: Evaluating a spreadsheet solution	TA1: Introducing Augmented Reality	TA2: Designing an AR model prototype
Principles that underpin your curriculum	Topics	<ul style="list-style-type: none"> Design tools HCI Design principles 	<ul style="list-style-type: none"> Functions Identifying errors Sorting and filtering Validation Formatting techniques Security 	<ul style="list-style-type: none"> Testing and re-testing Documenting 	<ul style="list-style-type: none"> Reviewing against criteria Considering the client 	<ul style="list-style-type: none"> Purpose of AR and uses Use in business Types 	<ul style="list-style-type: none"> Considering audience and purpose Triggers Assets Interaction and animation
	Key terms		Function, field, range, filter, record, integrated, validation, verification	Documentation, expected results, Iteration	Review, Assessment, judgement	Augmented reality, interaction, sector, persuasion, marketing	Trigger, asset, static, interactive, prototype
	Progression	Coursework completed in year 10, exam in year 11					
	Middle Stake Testing (Purposeful practice)	Short tests on sub topics in LO1	Skills checks	Short tests on sub topics in LO3	Short tests on sub topics in LO4	Short tests on LO6	
High Stake Testing		Assessment 1 on TA1/2			Assessment on AR		
Skills development	<ul style="list-style-type: none"> Selecting a design tool for the requirements, Identifying user requirements, Choosing the correct function for the problem, Importing and exporting data between programs, Creating graphs that are fit for purpose and correctly labelled, Applying security to systems, Using spreadsheet functions and techniques effectively What exactly is AR? Why are businesses using it? Why do users find it helpful? What are the different elements in AR? How can they be designed and created? What devices can display AR? 						



Year 11 Long Term Plan (IT)

“Computers are incredibly fast, accurate, and stupid; humans are incredibly slow, inaccurate and brilliant; together they are powerful beyond imagination.” Albert Einstein

Year 11 Intent / End Point:

Year 11 students develop their knowledge and understanding of different hardware and software applications and the tools and techniques used to select, store, manipulate and present data. They also explore the various risks associated with the collection, storage and use of data, including legal, moral, ethical and security issues, and how such risks can be mitigated.

		<u>HT1</u>	<u>HT2</u>	<u>HT3</u>	<u>HT4</u>	<u>HT5</u>	<u>HT6</u>
<u>Unit title</u>		RO13 Coursework		RO12 Revision for resit			
Principles that underpin your curriculum	Topics	<ul style="list-style-type: none"> Initiation and planning phase LO2 Data Manipulation LO5 Information presentation LO7 Evaluation LO8 		LO1 – Project life cycle LO3 – Data and information LO4- Threats to systems LO6- Handling data and presenting information			
	Key terms	Initiation, user requirements, criteria, objective, mitigation, importing, manipulating, query, analysis, exporting, reviewing, embedding, audience, purpose		Critical path, concurrent, dependent, contingency, iteration, interaction, Context, quantitative, qualitative, analysis, Permissions, mitigation, encryption, malware, copyright, GDPR, Embedding, audience, purpose, technique, relevance, transition, animation			
	Progression	The skills, knowledge and understanding you will develop through this qualification are very relevant to both work and further study. They will support you in a range of subject areas such as A Levels in Business or Geography, or Cambridge Technicals in IT. They can also support your progression into employment through Apprenticeships in areas such as Digital Marketer or Business Administrator.					
	Middle Stake Testing (Strength and try now tasks)	Skills checks	Skills checks	LO1 mini test	LO3 mini test	LO4 mini test	
High Stake Testing		Assessment 1 on Iterative reviews		Assessment 2 Mock paper	Assessment 3 Full mock paper		
Skills development	Students will learn to follow a project life cycle of initiation, planning, execution and evaluation to complete a data management task and use their skills, knowledge and understanding of technology to complete each of the phases of the project life cycle.						