



C3 – Review Learners will review the success of the user interface and the use of their chosen project planning techniques. Strengths and weaknesses of the user interface, e.g.: how well the user requirements have been met suitability for audience and purpose ease of use how effectively the design principles have been met areas that could be developed to better meet audience needs/design principles.



C1 – Develop/Review a user interface Learners will use their design to produce a user interface. Features: awareness of intended device, e.g. touchscreen, watch how the user requirements have been met the overall look and feel inputs.

Component 2, collecting presenting and interpreting data

B3 – Create an initial design Learners will create an initial design using the design principles listed in section A3. Produce a design that meets: the user requirements, including input and output requirements user accessibility needs.

C2 – Refining the user interface Learners will refine their user interface using an iterative process with potential users. Refining the designs by: presenting the design to potential users refining the interface to account for potential user feedback repeating the iterative process until the design is complete.

B1 – Project planning techniques Learners will investigate different planning tools and design methodologies that can be used to plan, monitor and execute projects. Planning tools: task lists written or graphical descriptions Gantt charts critical path diagram PERT charts mood boards mindmaps..



A4 – Designing a user interface ? Factors affecting the choice of user interface: performance/response time ease of use user requirements user experience accessibility storage space.

A3 – Design principles Range of uses, e.g.: computers handheld devices entertainment systems domestic appliances controlling devices embedded systems.

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B2 – Create a plan Learners will select suitable project planning techniques to develop a project plan for the development of a user interface for a given brief. SMART aims Audience and purpose Project requirements Timescales Constraints Risk

A1 – What is a user interface? Learners will investigate different types of user interfaces used by individuals and organisations. They will investigate how they vary across different uses, devices and purposes.



A2 – user needs Types of interface: text based speech/natural language GUI/WIMPs sensors menu/forms.

Component 1 – Part A Learners will investigate different types of user interfaces used by individuals and organisations. They will investigate how they vary across different uses, devices and purposes.

C1 – Develop/Review a user interface Learners will use their design to produce a user interface

C2 – Refining the user interface Learners will refine their user interface using an iterative process with potential users.

C3 – Review Learners will review the success of the user interface and the use of their chosen project planning techniques.

Component 1 – creating user interface

D1 Forms of notation Learners should be able to interpret and use standard conventions to combine diagrammatical and written information to express an understanding of concepts

A1 Modern technologies Understand how and why modern technologies are used by organisations and stakeholders to access and manipulate data, and to provide access to systems and tools in order to complete tasks.

B3 Policy Learners should understand the need for and nature of security policies in organisations.

B2 - Prevention and management of threats to data Learners should understand how different measures can be implemented to protect digital systems.

B1 – Threats to data Internal/external threats Impact of security breach Malware Phishing Hacking Social Engineering Shoulder surfing

Learning Aim A Communication technologies Cloud storage Stakeholders Selection of platforms Networks Synchronisation

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Component 3 – Effective digital working practices

B Cyber Security Learners should understand why systems are attacked, the nature of attacks and how they occur, and the potential impact of breaches in security on the organisation and stakeholders.

Introduction Course requirements. Grade Scheme. Course calendar. Where to find resources. Folder Setup.

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