

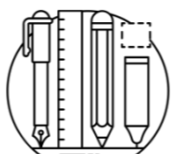




Key Stage 4 Curriculum Journey: IT

The curriculum in IT will give pupils the opportunity think creatively, innovatively, analytically, logically and critically through practical experience of using Spreadsheet Software and producing AR solutions for given problems. Pupils will understand and apply the fundamental principles and concepts of IT, including the use of IT in the digital world, Internet of Everything, data manipulation and Augmented Reality.

YEAR 11 CURRICULUM JOURNEY						
	Half Term 1	Half Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6
Topic						
	R070 Completion	R070 Completion	Design Tools / HCI / Data and Testing	Cyber Security and legislation / Digital comms / IoE	Recall and Revision	
Key Knowledge, Skills & Understanding	<ul style="list-style-type: none"> Learn the basics of Augmented Reality (AR) and the creation of a model prototype product to showcase how it can be used appropriately for a defined target audience to present information. Learn the purpose, use and types of AR in different contexts and how they are used on different digital devices. Develop the skills to be able to design and create an AR model prototype, using a range of tools and techniques. Test and review your AR model prototype. 	<ul style="list-style-type: none"> Learn the basics of Augmented Reality (AR) and the creation of a model prototype product to showcase how it can be used appropriately for a defined target audience to present information. Learn the purpose, use and types of AR in different contexts and how they are used on different digital devices. Develop the skills to be able to design and create an AR model prototype, using a range of tools and techniques. Test and review your AR model prototype. 	<ul style="list-style-type: none"> Know the types of design tools and the advantages and disadvantages Know the purpose, importance and use of HCI in applications areas Know hardware and software considerations Know user interaction methods Understand the difference between data and information Describe the use of data types in different contexts Apply data validation and verification tools Compare data collection methods Describe how to test systems 	<ul style="list-style-type: none"> Define network threats, including hacking, malware and social engineering Describe the impacts of social engineering attacks on divisional and organisation Describe and apply prevent methods Know legislation related to IT Know the types of digital communications Describe the types and connection methods for distribution channels Know the audience demographics for digital comms Know uses of IoE and its application in everyday life 		
GCSE Assessment Objectives	PO2 - Apply knowledge and understanding PO3 - Analyse and evaluate knowledge, understanding and performance PO4 - Demonstrate and apply skills and processes relevant to the subject area	PO2 - Apply knowledge and understanding PO3 - Analyse and evaluate knowledge, understanding and performance PO4 - Demonstrate and apply skills and processes relevant to the subject area	PO1 - Recall knowledge and show understanding PO2 - Apply knowledge and understanding PO3 - Analyse and evaluate knowledge, understanding and performance	PO1 - Recall knowledge and show understanding PO2 - Apply knowledge and understanding PO3 - Analyse and evaluate knowledge, understanding and performance	PO1 - Recall knowledge and show understanding PO2 - Apply knowledge and understanding PO3 - Analyse and evaluate knowledge, understanding and performance	
MAPs	<ul style="list-style-type: none"> 3 x MAPs applying content to examination questions 	<ul style="list-style-type: none"> 3 x MAPs applying content to examination questions 	<ul style="list-style-type: none"> 2 x MAPs applying content to examination questions 	<ul style="list-style-type: none"> 2 x MAPs applying content to examination questions 		