

EPCHS ICT & Computer Science Department: Year 10 Programme of Study

To deliver lessons that allow pupils to confidently complete Components 1, 2 and 3 of the BTEC Digital Information Course. The priority for KS4 is to keep pupils active, engaged, and to most importantly develop skills that will be built upon throughout their school career, as well as equip them with the tools they will need to allow them to successfully complete their coursework and public examination at the end of Year 11.

Year/Term	Unit of Work	Intent
Autumn	<p>Component 1: Exploring User Interface Design Principles and Project Planning techniques</p> <ul style="list-style-type: none"> • Touchscreen User Interface Template • Mood Board • Touchscreen User interface 	<p>Throughout the course of this year; pupils will be introduced to the course content with a view to studying and successfully completing Component 1 of the BTEC Digital Information Technology course.</p> <p>Within the Autumn term, pupils will develop and become equipped with sufficient skills which will allow for them to confidently complete some aspects of Component 1.</p> <p>All work completed within Year 10 will count towards the pupils final BTEC grade.</p> <p>The aim for this term is to complete:</p> <ul style="list-style-type: none"> • Touchscreen User Interface Template, <ul style="list-style-type: none"> • Mood Board, • Touchscreen User Interface (first draft).
Spring	<p>Component 1: Exploring User Interface Design Principles and Project Planning techniques</p> <ul style="list-style-type: none"> • Basic User Interfaces • Complex User Interfaces • Accessibility Needs • Project Methodologies 	<p>Within the Spring term, pupils will be introduced to some of the more technical planning techniques, as well as basic and complex user interfaces, accessibility needs, design principles, and hardware and software specifications.</p> <p>Pupils will complete assignments based on the information that they have learned, as well as the products and assets that they have created.</p> <p>Pupils will have to confidently explain, justify, and discuss specifics, such as design decisions and audience wants and needs.</p>

	<ul style="list-style-type: none"> • Hardware and Software • Design Principles 	
Summer	<p>Component 1: Exploring User Interface Design Principles and Project Planning techniques</p> <ul style="list-style-type: none"> • Seek feedback and evaluate the User Interface • Reviewing the User Interface • Refining the User Interface 	<p>Within the final term of Year 10, pupils will reflect upon the coursework assignments that have been completed throughout the course of the year thus far.</p> <p>Pupils will seek feedback from their peers with regards to their Touchscreen User Interfaces. Pupils will also learn how to evaluate, review and refine their User Interfaces in order to competently complete the first aspect of the BTEC course, as well as meet the specified requirements within; Component 1: Exploring User Interface Design Principles and Project Planning techniques.</p> <p>This work will then be prepared as evidence for submitting at the end of the course in Year 11.</p>