	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
9	**Topic:** Introduction into user interfaces **Knowledge and skills** • Types of interfaces • Hardware and software influences • Accessibility needs • Skills and demographics • Visual design principles **Topic: Effective working practices** • Modern technology • Impact of modern technology	**Topic:** Designing user interfaces/project planning **Knowledge and skills** • Designing an effective user interface • Project management methodologies • Project management tools • Gantt and Pert charts • Creating a project plan. **Topic: Effective working practices** • Threats to data • Prevention and management of threats	**Topic:** Developing and evaluating an interface **Knowledge and skills** • Creating different interface designs • Developing a user interface for a specific scenario. • Refining the interface • Reviewing the interface. **Topic: Effective working practices** • Policy	**Topic:** Introduction into spreadsheets, information and data **Knowledge and skills** • Characteristics of data and information • Validation and verification • Data collection methods • Threats to individuals • Spreadsheet modelling **Topic: Effective working practices** • Responsible use	**Topic:** Spreadsheet manipulation techniques **Knowledge and skills** • Arithmetic calculations • Functions, SUM, MIN, MAX etc • Conditional formatting • Macro's • Sorts and filters **Topic: Effective working practices** • Legal and Ethical	**Topic:** Spreadsheets - presenting and drawing conclusions **Knowledge and skills** • Creating graphs to show different results • Creating a dashboard • Using a spreadsheet to model. • Drawing conclusions • Making future predictions and recommendations. **Topic: Effective working practices** • Forms of notation.
10	**Topic: BTEC ICT:** Interface design CWK Start of the interface coursework Component 1 (assignment 1): Exploring Interface design. **Knowledge and skills** • Types of interfaces • Hardware and software influences • Accessibility needs • Skills and demographics • Visual design principles	**Topic: BTEC ICT:** Interface design CWK Component 1 (assignment 2): Designing a suitable interface. **Knowledge and skills** • Designing an effective user interface • Project management methodologies • Project management tools • Gantt and Pert charts • Creating a project plan.	**Topic: BTEC ICT :** Interface creation CWK Component 1 (assignment 3): Creating and evaluating a suitable interface. **Knowledge and skills** • Creating different interface designs • Developing a user interface for a specific scenario. • Refining the interface • Reviewing the interface.	**Topic: BTEC ICT:** Spreadsheet modelling CWK Component 2 (assignment 1): Data and information and the use of spreadsheets. **Knowledge and skills** • Characteristics of data and information • Validation and verification • Data collection methods • Threats to individuals • Spreadsheet modelling	**Topic: BTEC ICT:** Spreadsheet modelling CWK Component 2 (assignment 2): Developing a spreadsheet model **Knowledge and skills** • Arithmetic calculations • Functions, SUM, MIN, MAX etc • Conditional formatting • Macro's • Sorts and filters	**Topic: BTEC ICT:** Spreadsheet modelling CWK Component 2 (assignment 2): Using the spreadsheet to model outcomes. **Knowledge and skills** • Creating graphs to show different results • Creating a dashboard • Using a spreadsheet to model. • Drawing conclusions • Making future predictions and recommendations.
11	**Topic:** Component 3: Create a Media Product in Response to a Brief **Knowledge and skills** • Defining the target audience for the product. • Researching competitors to your products • Identifying the theme of the product. • Generating different ideas for the product. • Planning the product using skills learnt in COMP 2 • Project planning and complying with legislation. • Practice COMP 3 mock exam.	**Topic:** Component 3: Create a Media Product in Response to a Brief **Knowledge and skills** • How to monitor the project and make improvements effectively. • Creating images and assets for the final products using the adobe suite. • Editing secondary assets to ensure they are fit for purpose. • Combing the asset to create a product that is fit for purpose. • How to test effectively and export in appropriate format. • Practice COMP 3 mock exam	**Topic:** Component 3: Create a Media Product in Response to a Brief **Knowledge and skills** • Complete practice exam in class (9 hours in total) • Brief for the exam released during this term. • Prepare for final exam.	**Topic:** Component 3: Create a Media Product in Response to a Brief **Knowledge and skills** • Start exam	**Topic:** Component 3: Create a Media Product in Response to a Brief **Knowledge and skills** • Complete exam.	