



Edition 5
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DIGITAL INFORMATION TECHNOLOGY YEAR 10 Curriculum Newsletter

Contact



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Curriculum Intent

In Computing we aim to provide an engaging, challenging, well sequenced curriculum which is broad and balanced, covering a range of computing and ICT topics. We aim to develop our students into 21st Century Digital Citizens who are able to use digital technology safely and responsibly, and to teach students both how to use technology effectively, with an understanding of how it works.

We aim to engender a love of learning, self-belief and aspiration through 4 key intentions:

- The Removal of Barriers to Learning
- Developing Skills for Learning
- Developing Personal Attributes
- Enriching Student Experiences and Broadening their Horizons

The Computing and IT Department's core purpose is to deliver an engaging and challenging curriculum through outstanding teaching and learning. Our aim is for students to develop skills and knowledge in digital technologies and computer science, to prepare them for a future in a world where the use of this technology is fully embodied.

Year 10 Curriculum

BTEC Tech Awards in Digital Information Technology

User Interfaces

We will study the different types of user interface and how they vary across different uses, devices and purposes.

- Types of user interface
- Factors affecting the choice of user interface
- Hardware and software influences
-

Audience needs including:

- Accessibility needs
- Skill Level
- Demographics

Design Principles such as:

- Colours
- Fonts
- Language
- Layout
- Intuitive design

Project Planning Techniques

We will study a range of planning tools and design methodologies that can be used to plan, monitor and execute projects.

These include:

- Gantt charts, mood board planning tools along with waterfall, agile and scrum methodologies

User Interface Design

We will design a user interface using key design principles. Students will produce a design that meets the user requirements and accessibility needs. Students will then develop a prototype user interface based on their design.

Assessment Points

Students are regularly assessed through low stake retrieval practice quizzes, BRAG tasks and practice mock assessments. The formal coursework assessment for Component 1 (User interface design) is completed in the Spring term of Year 10, Component 2 (Collecting, Presenting and Interpreting data) is completed in the Autumn term of Year 11. The Component 3 exam is at the end of Year 11 in the Summer exam season.

Immerse Yourself

Pearson Revision Guide

- Develop Skills
- Study Booklet
- DIT Revision at home

KnowItAll Ninja

- Get Revising Quicker!
- Large Variety of DIT Topics
- Study Support and Revision

These are some great educational tools to help students when revising.

If they are struggling with topics in lessons or want to enhance their learning in the classroom then these links are an ideal place to cover content at home.

Test Your Knowledge...

Quizizz BTEC Tech Awards in Digital Information Technology questions are a fantastic way to memorise relevant terms to help you with your studies. Click on the icon below to start!



Praise and Reward

Our rewards system can be broadly split into four categories: classroom level, subject level, school level and privilege rewards. We'll focus on classroom and subject rewards here - for more information about our rewards schemes, please see our website.

CLASSROOM LEVEL REWARDS

Awarded for: working hard, taking risks and rising to a challenge, making mistakes and learning from them, helping others, and taking pride in the school community.

Rewarded by: praise postcards, positive phone calls to parents/carers, positive text messages home, and lesson-based prizes.

SUBJECT LEVEL REWARDS

Reward scheme: Star of the Week, curriculum awards (Subject/School Way, participation, working with pride, embracing the whole curriculum), high flyer, extra mile, most improved.

Rewarded by: names displayed on reward boards, certificates, social media posts.

Broadening Horizons

We aim to broaden horizons by introducing software tools that can be used for a wide range of purposes. Many of the tools introduced are free and available for students to use at home.

We ensure that students understand how software can be used in the real world, e.g. to plan an event or manage finances. We also introduce students to hardware and software that many students may not have access to outside of school, including Micro:bits, the Adobe suite, Microsoft Office, Chromebooks and PCs.



KnowItAll Ninja

Students are provided with a subscription - free of charge - to the KnowItAll Ninja e-learning platform, which uses gamified e-learning principles to support their learning.

Software Development Work Experience

This programme will help you experience the industry, explore the careers available, and learn more about working in software development through a series of workplace projects, which all take place virtually. Click on the logo to find out more!



Careers

We run a series of 'Careers in the Curriculum' weeks in our school. For ICT, this week takes place in December. Students take part in a number of activities to encourage them to think about how what they learn in the classroom can be applied in a number of future careers including: IT Manager, Software Developer, Data Scientist, Web Developer and Information Security Analyst.

Click on the logo below to hear about a career in Cyber Security!



The Computing Way

The Computing Way is designed to help students become young subject specialists and has a key focus on the vital skills needed to achieve their full potential in this subject area.



Have your say! ✨

At WPT we're always looking for feedback. If you have any thoughts/opinions on this Curriculum Newsletter, its content or the curriculum in general, please click on the title to fill out a short feedback form.