

SUBJECT: ICT/Computing

Key Stage 5: Curriculum Intent (BRIEF):

	Year 12	Year 13
	<p><u>Topic:</u> Unit 1 Fundamentals of IT</p> <p><u>Content covered, including knowledge and skills:</u></p> <ul style="list-style-type: none">- 1.1 Computer Hardware- 1.2 Computer Software- 1.3 Business IT Systems- 1.4 Employability and Communication Skills- 1.5 Ethical and Operational Issues and Threats to Computer Systems <p><u>Links to prior learning:</u></p> <ul style="list-style-type: none">- BTEC Digital Information Technology Level 2- GCSE Computer Science <p><u>Links to British Values and SMSC:</u></p> <p>Students will learn in greater depth about the fundamentals of Information Technology in Unit 1 of the Cambridge Technicals qualification. They will also gain knowledge on how to ensure that they are aware of how best to get into the IT profession with the Employability and Communication Skills module.</p>	<p><u>Topic:</u> Unit 5 Virtual and Augmented Reality</p> <p><u>Content covered, including knowledge and skills:</u></p> <ul style="list-style-type: none">- 5.1 How Virtual and Augmented Reality may be used- 5.2 To Design Virtual and Augmented Reality Resources- 5.3 Create a Virtual Reality Resource- 5.4 To predict Future Applications for Virtual and Augmented Reality <p><u>Links to prior learning:</u></p> <ul style="list-style-type: none">- Unit 1 Fundamentals of IT- Unit 2 Global Information <p><u>Links to British Values and SMSC</u></p> <p>Virtual and Augmented Reality are an emerging technology that is increasingly used in society. Students will learn about both technologies and their use as well as designing resources based on case studies for businesses. Students will then use their knowledge gained through the design and creation of these resources to suggest future applications for both virtual and augmented reality.</p>

Career opportunities:

- Hardware Engineer
- Software Developer
- IT Technician
- Network Manager
- Animator
- Web Designer

Literacy: Key words and terminology

- Hardware
- Components
- Connectivity
- Troubleshooting
- Productivity
- Development
- Operating Systems
- Communication
- Protocols
- Server
- Virtualisation
- Topology
- Business Systems
- Professional Body
- Codes of Practice
- Disaster Planning
- Change Management
- Security
- Biometrics

Career opportunities:

- Software Designer
- Architect
- Aerospace Technician
- Hardware Engineer

Literacy: Key words and terminology:

- Areas of Use
- Target Audience
- Virtual
- Augmented
- Computer Aided Design
- Modelling
- Application
- Resource

Topic: Unit 2 Global Information

Content covered, including knowledge and skills:

- 2.1 Where Information is held and transmitted
- 2.2 Style, Classification and Management of Global Information
- 2.3 Use and Benefits of Global Information
- 2.4 Legal Framework of Global Information
- 2.5 Process Flow of Information
- 2.6 Principles of Information Security

Links to prior learning:

- Unit 1 Fundamentals of IT
- BTEC Digital Information Technology Level 2
- GCSE Computer Science

Career opportunities:

- Hardware Engineer
- Software Developer
- IT Technician
- Network Manager
- Web Designer
- HR Manager
- Systems Administrator
-

Links to British Values and SMSC

Topic: Unit 13 Social Media and Digital Marketing

Content covered, including knowledge and skills:

- 13.1 Digital Marketing
- 13.2 Social Media in Business
- 13.3 To plan Content and Propose Appropriate Social Media Channels for Digital Marketing Campaigns
- 13.4 To Develop Social Media Digital Marketing Campaigns

Links to prior learning:

- Unit 1 Fundamentals of IT
- Unit 2 Global Information

Links to British Values and SMSC:

Social Media is well established with both individuals and businesses for communication and file sharing that allows for worldwide collaboration. Digital Marketing is part of this and social media allows companies to advertise their businesses with far greater reach. Students will be able to look at the impact that social media has had on businesses as well as being able to design a digital marketing campaign for a business.

Career opportunities:

- Social Media Coordinator
- Digital Marketer

Students will learn about data and information and how it can be used by organisations in a variety of different contexts. This includes knowing the law in the UK and abroad in regards to handling data as well as the fundamentals of data security.

Literacy: Key words and terminology

- Digital Divide
- Classification
- Stakeholders
- Transmit
- Misinformation
- Reputation
- Big Data
- Data Analysis
- Trend Identification
- Legislation
- Source
- Data Flow Diagram
- Confidentiality
- Intellectual Property
- Risk Assessment
- Obfuscation

- Entrepreneur

Literacy: Key words and terminology:

- Market Research
- SEO
- Primary and Secondary Data
- Targeted Marketing
- Legislation
- Bias
- Misrepresentation
- Target Audience
- Campaign
- USP

Topic: Unit 8 Project Management

Content covered, including knowledge and skills:

- 8.1 The Project Life Cycle
- 8.2 Initiate and Plan Projects
- 8.3 Execute Projects
- 8.4 Project Evaluations

Links to prior learning:

- Unit 1 Fundamentals of IT
- Unit 2 Global Information

Links to British Values and SMSC:

To know and understand how projects can be planned and executed, while the unit is focussed on IT, the skills gained are transferrable to other disciplines as well. Students will learn the different methods that can be used to plan a project as well as the project life cycle. Students will be able to use this knowledge to carry out and then evaluate a project that they have planned.

Career opportunities:

- Project Manager
- HR Manager
- IT Consultant

Literacy: Key words and terminology

- Waterfall
- Agile
- Extreme
- Project Life Cycle
- Project Brief
- Business Case
- Project Initiation Document
- Scope
- Timescales
- Deliverables
- Milestones
- Phase Review
- Client
- Stakeholders