Year 13 CTEC IT Sequence

Year	Content Taught	Reference	Essential Knowledge	Assessment	Rationale
Year 13 CTEC IT					
HT1	**Application Design,** will ask you to develop and design an application for a specific user to interact with.	Be able to investigate potential solutions for application developments Be able to generate designs for application solutions	Find client requirements through interviews and questionnaires Create design solutions for app, including the look and functionality.	**Formative** Students will complete retrieval exercises each lesson to review and recall knowledge from previous lessons and apply this knowledge to alternate scenarios to deepen understanding. **Summative** Students will complete a Teams based KO Test to summarise content. Within this half term students will use the developed essential knowledge in lessons and 'bring it all together', by completing the ICT based "design and create"	This Essential Knowledge builds on knowledge gained in both KS4 and KS5. Information Technology involves a refreshing and exciting content, that's up to date, engaging, fit for purpose and suitable for the needs of students. Students who study IT will gain the right combination of knowledge, understanding and essential knowledge required for the 21st century. Application Design, Project Management and Web Design and Prototyping in Yr 13 builds upon essential knowledge gained in Yr 12

				coursework element for unit 6 (interface)	Fundamentals and Global Information and KS4 Year 11 where students have
HT2	**Application Design,** will ask you to develop and design an application for a specific user to interact with.	Be able to generate designs for application solutions Be able to present application solutions to meet client and user requirements	Create design solutions for app, including the look and functionality. Create application through using Access database	**Formative** Students will complete retrieval exercises each lesson to review and recall knowledge from previous lessons and apply this knowledge to alternate scenarios to deepen understanding. **Summative** Students will complete a Teams based KO Test to summarise content. Within this half term students will use the developed essential knowledge in lessons and 'bring it all together', by completing the ICT based "design and create" coursework element for unit 6 (interface) External Moderation	learned through studying Exploring User Interface Design, Collecting, Presenting and Interpreting Data and Effective Digital Working Practices to develop essential knowledge, understanding and how Digital Information is transmitted and kept safe. Students will gain an insight into the IT sector as they investigate the pace of technological change, IT infrastructure, the flow of information on a global scale, and the importance of legal and security considerations. This will allow the students to succeed in any career path they choose while using technology, along with helping students to succeed in Higher Education as the qualification meets the
HT3	**Project Management,** will provide students the opportunity to	Understand the project life cycle	Research different lifecycles and project methodologies for	**Formative** Students will complete retrieval exercises each	requirements that today's universities and employer's demand.

	understand and use various project planning essential knowledge and techniques, by creating a specific project; thereby enabling you to become more effective in the workplace. **Web Design and Prototyping,** will ask you to develop and design a website for a specific user to interact with.	Be able to initiate and plan projects Understand the fundamentals of web design	example Waterfall Method or Prince2 etc Plan the project using planning tools e.g. Gantt Charts, PERT Charts and timelines etc Research composition of webpages and analyse client needs through interviews and questionnaires	lesson to review and recall knowledge from previous lessons and apply this knowledge to alternate scenarios to deepen understanding. **Summative** Students will complete a Teams based KO Test to summarise content. Within this half term students will use the developed essential knowledge in lessons and 'bring it all together', by completing the ICT based "design and create" coursework element for "project management" and "web design & prototyping"	Student's will practically apply their essential knowledge in preparation for further study, apprenticeship or the workplace **Application Design** will ask you to develop and design an application for a specific user to interact. This specifically builds on essential knowledge in KS4 Exploring User Interface Design and Collecting, Presenting and Interpreting Data **Project Management** will provide students the opportunity to understand and use various project planning essential knowledge and techniques, by creating a specific project; thereby enabling you to become more effective in the workplace. This specifically builds on essential knowledge in KS4 Exploring User Interface Design.
HT4	**Project Management,** **Web Design and Prototyping,**	Be able to initiate and plan projects Be able to execute projects Be able to plan the development of an interactive website for an identified client	Plan the project using planning tools e.g. Gantt Charts etc Create project documentation including associated risks eg Business Case etc	**Formative** Students will complete retrieval exercises each lesson to review and recall knowledge from previous lessons and apply this knowledge to alternate scenarios to deepen understanding.	

				Summative	Web Design and
				Students will complete a Teams based KO Test to summarise content.	**Prototyping** will ask you to develop and design a website for a specific user to interact with. This
				Within this half term students will use the developed essential knowledge in lessons and 'bring it all together', by completing the ICT based "design and create" coursework element for "project management" and "web design & prototyping"	specifically builds on essential knowledge in KS4 Exploring User Interface Design and Collecting, Presenting and Interpreting Data. This will lead to students being able to gain future employment within the Computing sector, study
HT5	**Project Management** **Web Design and Prototyping,**	Be able to carry out project evaluations Be able to plan the development of an interactive website for an identified client Be able to create prototype websites for an identified client	Evaluate project and feedback to stakeholders Analyse project needs and create project plan Creating a prototype website, i.e.: setting structure adding content inserting hyperlinks	**Formative** Students will complete retrieval exercises each lesson to review and recall knowledge from previous lessons and apply this knowledge to alternate scenarios to deepen understanding. **Summative** Students will complete a Teams based KO Test to summarise content. Within this half term students will use the developed essential	for an apprenticeship or apply for university.

				knowledge in lessons and 'bring it all together', by completing the ICT based "design and create" coursework element for "project management" and "web design & prototyping"	
HT6	**Project Management** **Web Design and Prototyping,**	Be able to carry out project evaluations Be able to present the interactive website concept to an identified client	Evaluate project and feedback to stakeholders Present the website to the client using chosen method. Consider future maintenance.	**Formative** Students will complete retrieval exercises each lesson to review and recall knowledge from previous lessons and apply this knowledge to alternate scenarios to deepen understanding. **Summative** Students will complete a Teams based KO Test to summarise content. Within this half term students will use the developed essential knowledge in lessons and 'bring it all together', by completing the ICT based "design and create" coursework element for "project management" and "web design & prototyping"	