

Y10 IT



IT AT YARDLEYS

INTENT: Through our ambitious computing curriculum our learners will have access to a broad and balanced range of topics including: digital literacy, computational thinking and modern technology. Yardley’s computing curriculum will provide students with an understanding of how computing underpins today’s modern lifestyle and has made the world better, faster and more connected. We ensure that the students at Yardleys can develop to become masters and creators in this field, to aid them in their development of our rapidly changing technological world.

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In year 10 students studying IT will look in greater depth at how IT can be used to help collect, present and interpret data and well as how digital systems should be used responsibly.

Year 10

	Exploring User Interface Design Principles and Project Planning Techniques/ Effective digital working practices	Exploring User Interface Design Principles and Project Planning Techniques/ Effective digital working practices	Collecting, Presenting and Interpreting Data/ Effective digital working practices
SUBSTANTIVE KNOWLEDGE	User interface Audience and purpose Design principles Project plans	User interface Audience and purpose Design principles Project plans	Spreadsheets Dashboards Draw conclusions Make recommendations
DISCIPLINARY KNOWLEDGE (primary focus in capitals)	Assess how effectively two different types of user interface meet the design principles and user needs Use planning techniques to plan and design a user interface	Assess how effectively two different types of user interface meet the design principles and user needs Use planning techniques to plan and design a user interface	Analyse data Create graphs Understand how presentations affects understanding Create a dashboard using data manipulation tools