

Y11 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.

Y11 IT AT YARDLEYS

In year 11 students will need to apply their knowledge and understanding of collecting, presenting and interpreting data.

Year 11

	Exploring User Interface Design Principles and Project Planning Techniques	Exploring User Interface Design Principles and Project Planning Techniques Component 3 - Effective digital working practices	Exam Preparation
SUBSTANTIVE KNOWLEDGE	User interface Audience and purpose Design principles Project plans	Modern technologies Cybersecurity Wider implications of digital use Planning and communication in digital systems	
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	How current and modern technologies are used by and have an impact on organisations and their stakeholders Understand how the increased reliance of organisations on digital systems to hold data and perform vital functions presents a range of challenges and dangers Understand the wider implications of digital systems and their use Understand how individuals in the digital sector plan solutions and communicate meaning and intention	