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Subject – Digital Information Technology (BTEC Tech)

		AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
YEAR 9	CONTENT	Using application software	Use of spreadsheet software	Evaluating a software product	Use of IT in industries	Using spreadsheets for budgeting and expenses	Using PowerPoint to present data in a suitable format
	SKILLS	Using word processing and exploring menus and icons	Familiarity with spreadsheets	Learning how to identify advantages and disadvantages of a product from users' perspective	Identifying uses of technology and its impact in industry	Using data and some manipulation methods to process data	Creating charts and graphs to summarise data and results
	THEMES	Word processing software	Planning and recording data using spreadsheets	Evaluation and analysis of IT product	Internet and software applications	Data processing	Data Presentation
YEAR 10	CONTENT	Component 1 Learning Aim A Investigate user interface design for individuals and organisations	Component 1 Learning Aim B Use project planning techniques to plan and design a user interface	Component 1 Learning Aim C Develop and review a user interface	Component 2 Learning Aim A Investigate the role and impact of using data on individuals and organisations	Component 2 Learning Aim B Create a dashboard using data manipulation tools	Component 2 Learning Aim C Draw conclusions and review data presentation methods
	SKILLS	• Learners will understand the use of different types of user	• Learners will understand the use of different planning tools	• Learners will understand how to review the success of	• Learners will understand the concepts of data and that	• Learners will understand how data can be imported	• Learners will use a dataset and dashboard to

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		interface and how they vary across different uses, devices and purposes. • Learners will understand the varying needs of the audience and how they affect both the type and the design of the interface. • Learners will understand how design principles provide both appropriate and effective user interaction with hardware devices. • Learners will understand the techniques that can be used to improve both the speed and access to user interfaces	and design methodologies that can be used to plan, monitor and execute projects • Learners will understand project planning techniques used to develop a project proposal and project plan for the development of a user interface for a given brief • Learners will understand how to produce an initial design using design principles • Learners will understand how to use their design to produce a user interface	the user interface and the use of their chosen project planning techniques	data is meaningless without converting it into information by adding structure and context. • Learners will understand the different ways of representing information and will be able to explain situations where they would be used. • Learners will understand the methods that can be used to ensure data input is suitable and within boundaries so that it is ready to be processed • Learners will understand the different types of data collection methods, the strengths and weaknesses of each, how data collection features affect	from an external source. They will then explore how to accurately apply data processing methods to aid decision making • Learners will use a dashboard to select and display information summaries based on a given data se	present findings and draw conclusions based on their findings. • Learners will investigate how well the presentation methods and features listed in B2 have been used, to ensure they do not lead to: ● information being misinterpreted ● information being biased ● inaccurate conclusions being made.

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					its reliability and how the collection of data could be improved. • Learners will understand the factors that affect the quality of information • Learners will understand how different types of data are used by organisations for data modelling • Learners will understand the different threats that face individuals who have data stored about them		
	THEMES	User Interfaces	• Designing and planning a product • Graphic design • Accessibility options	• Reviewing and Evaluation product against user criteria	• Role of data and information • Collecting and presenting data • Primary and secondary collection methods	• Presentation of data • Analysing trends	• Critical analysis of presentation skills
	CONTENT	Component 3 Learning Aim A	Component 3 Learning Aim B	Component 3 Learning Aim C	Component 3 Learning Aim D		

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YEAR 11		Modern Technologies	Cyber Security	The wider implications of digital systems	Planning and communication in digital systems		
	SKILLS	Understand how and why modern technologies are used by organisations and stakeholders to access and manipulate data, and to provide access to systems and tools to complete tasks. Learners should understand the implications of these tools and technologies for organisations and stakeholders	Threats to data Prevention and management of threats to data Learners should understand the need for and nature of security policies in organisations	Learners should consider the responsible use of digital systems, including how systems and services share and exchange data as well as the environmental considerations of increased use 2 Legal and ethical	Learners should be able to interpret and use standard conventions to combine diagrammatical and written information to express an understanding of concepts		
	THEMES	Internet of things Networking Use of data in computer systems	Computer legislation Threats of data Cyber security	Legal, ethical and moral issues in technology	Flowcharts Presenting information in a concise manner		
YEAR 12	CONTENT						
	SKILLS						

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	THEMES						
YEAR 13	CONTENT						
	SKILLS						
	THEMES						