User Interface

HALF TERM 1 SEPT - OCT	Lesson 1	Lesson 2	Lesson 3	Lesson 4	Lesson 5	Lesson 6	Lesson 7
TOPIC (S)	Understanding different types of Interfaces	Considerations of Homepages	Setting up pages	Navigation	Accessibility	Assessment	DIRT & Careers
Knowledge & Skills development	CLI, MDI and GUI Advantages and disadvantages of CLI, MDI and GUI	Be able to select and justify suitable images Key skills of creating an interface Use if advanced features in presentation software Effective testing of a product How to evaluate				Demonstration of skills learnt in the unit of study Career Investigation	
Assessment / Feedback Opportunities	Classroom activity Class Discussion Questioning pupils Verbal Feedback					Summative assessment	Class Discussion Questioning pupils Verbal Feedback
Cultural Capital	• Variations of technology • Project life cycles						
SMSC / Promoting British Values (Democracy, Liberty, Rule of Law, Tolerance & Respect)	• Listening to others • Responding suitable in discussions • Taking part in group activates						
Reading opportunities	Instructional writing Literal Comprehension Key word identification UI is communication Evil by Design						
Key Vocabulary	User Interface – Command Line Interface – Menu Driven Interface – Graphical User Interface – Windows – Menus – Icons – Pointers Considerations – Information Kiosks – Order Kiosks – Sales Kiosk – Mood Boards – Dependency – timeframe - User Interface – Transitions – Animations – Timings - Positioning – Correct data – Erroneous Data – Extreme Data – PEE						
Digital Literacy	Use of technology Digital research methods Use of range of software						
Careers	Front end designer – project manager – IT manager						