



HALF TERM 1.1 Sep - Oct	Learning Aim: A Digital devices in IT systems					Learning Aim: B Transmitting data		
TOPIC (S)	A1 Digital devices, their functions and use	A2 Peripheral devices and media	A3 Computer software in an IT system	A4 Emerging technologies	A5 Choosing IT systems	B1 Connectivity	B2 Networks	B3 Issues relating to transmission of data
Knowledge & Skills development	The features and uses of digital devices in IT systems to meet the needs of individuals and organisations	The features and uses of peripheral devices and media in IT systems to meet the needs of individuals and organisations	The concepts and implications of the use of, and relationships between, hardware and software	How emerging technologies can be used by individuals and organisations.	How the features of an IT system can affect its performance and/or the performance of a larger IT system	How the features of connection types can meet the needs of individuals and organisations	The concepts and implications for individuals and organisations of connecting devices to form a network	How the features and processes of data transmission affect the use and performance of IT systems
Assessment / Feedback Opportunities	Classroom activity - Class Discussion - Questioning pupils – verbal feedback – exam questions – end of section tests							
Cultural Capital	<ul style="list-style-type: none"><li>• Variations of technology</li><li>• Project life cycles</li><li>• Global Technology and Society</li></ul>							
SMSC / Promoting British Values (Democracy, Liberty, Rule of Law, Tolerance & Respect)	<ul style="list-style-type: none"><li>• Listening to others</li><li>• Responding suitable in discussions</li><li>• Taking part in group activities</li></ul>							
Reading opportunities	Explain the cloud like I am 10 Networking made easy All in one networking							
Key Vocabulary	multifunctional devices - personal computers - mobile devices - servers - entertainment systems - digital cameras - navigation systems - data capture and collection systems - communication devices - input devices - output devices - storage devices - real-time operating system - single-user single task - single-user multi-tasking - multi-user - networking - security - memory management - multi-tasking - device drivers - personal area network (PAN) - local area network (LAN) - wide area network (WAN) - virtual private network (VPN) - user experience – ease of use – performance – availability – accessibility - user needs - specifications – connectivity- efficiency - compatibility – implementation –timescales - testing – downtime – productivity - security - protocols - data transmission – email - voice and video calls over the internet - secure payment systems – bandwidth – latency – compression – lossy – lossless - codecs							

<b>Digital Literacy</b>	Use of technology Digital research methods Use of range of software
<b>Careers</b>	IT manager – Network manager – System analysist – Cyber security – White hat hacking – System testing – Software engineer