



HALF TERM 1.1 Sep - Oct	Learning Aim: A	Learning Aim: A	Learning Aim: A	Learning Aim: A	Component 1 Learning Aim B
TOPIC (S)	A1: What is a user interface	A2: Audience Needs	A3: Design Principles	A4 Designing an efficient User Interface	B1 Project planning techniques
<b>Knowledge &amp; Skills development</b>	Different types of user interface used by individuals and organisations, how they vary across different uses, devices and purposes The varying needs of the audience and how they affect both the type and the design of the interface. Variety of design principles that provides both appropriate and effective user interaction with hardware devices Techniques that can be used to improve both the speed and access to user interfaces.				Investigate different planning tools and design methodologies that can be used to plan, monitor and execute projects
<b>Assessment / Feedback Opportunities</b>	Classroom activity - Class Discussion - Questioning pupils – Verbal				
<b>Cultural Capital</b>	<ul style="list-style-type: none"> <li>Variations of technology</li> <li>Project life cycles</li> </ul>				
<b>SMSC / Promoting British Values</b> (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>				
<b>Reading opportunities</b>	Don't make me think UI is communication Designing with mind in mind Evil by design 5 Notorious Failed Projects & What We Can Learn from Them 10 Best Project Management Tools for Every Project Managers				
<b>Key Vocabulary</b>	Software features, Human features, Human–device interaction, GUI/WIMPs, menu/forms, Touch Screen, Accessibility, Visual, Hearing, Speech, Motor, Cognitive, House Style, Textures, Age- appropriate, White Space, Navigation, Controls, Shortcuts, Feedback, Focus time, Selection time  Task Lists - Written Or Graphical Descriptions - Gantt Charts - Critical Path Diagram - PERT Charts - Mood Boards - Mindmaps – Waterfall - Iterative, E.G. Agile				
<b>Digital Literacy</b>	Use of technology Digital research methods				

	Use of range of software
Careers	Graphic Designer – User Interface Designer– Project Manager