



HALF TERM 1.1 Sep - Oct	Learning Aim: B	Learning Aim: B	Component 1 Learning Aim C	Component 1 Learning Aim C
TOPIC (S)	B2: Create a Project Plan	B3: Create an Initial Design	C1 Developing a user interface	C2 Refining the user interface
Knowledge & Skills development	Understand suitable project planning techniques to develop a project plan	Create an initial design using the design principles already taught	Learners will use their design to produce a user interface .	Learners will refine their user interface using an iterative process with potential users
Assessment / Feedback Opportunities	Classroom activity - Class Discussion - Questioning pupils – verbal feedback Coursework			
Cultural Capital	<ul style="list-style-type: none"><li>• Understanding of entrepreneurs</li><li>• Characteristics to be successful in business</li><li>• How to develop own business</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 activates</li></ul>			
Reading opportunities	5 Notorious Failed Projects & What We Can Learn from Them 10 Best Project Management Tools for Every Project Managers		Don't make me think UI is communication Designing with mind in mind Evil by design	
Key Vocabulary	Specific – Measurable – Achievable – Realistic – Timely - Project Requirements - User Requirements – Timescales - Task Dependencies – Security - Contingency Planning - Input And Output Requirements - User Accessibility Needs – Visualisation - Hardware Requirements - Software Requirements - Test Strategy		Device – User requirements – Inputs – Outputs – Navigation – Ease of Use – Refining – Iterative – Feedback – Document – Planning Techniques – Suitability – Design Principles – Audience – Methodologies - Constraints	
Digital Literacy	Use of technology Digital research methods Use of range of software			
Careers	Project Manager			

