



	<b>Intent</b> <ul style="list-style-type: none"> <li>• understand and apply the fundamental principles and concepts of IT, including the use of IT in the digital world, Internet of Everything, data manipulation and Augmented Reality</li> <li>• understand, apply and use IT appropriately and effectively for the purpose and audience</li> <li>• develop learning and practical skills that can be applied to real-life contexts and work situations</li> <li>• think creatively, innovatively, analytically, logically and critically</li> <li>• develop independence and confidence in using skills that would be relevant to the IT sector and more widely</li> <li>• plan, design, create, test and evaluate/review IT solutions and products which are fit for purpose and meeting user/client requirements and apply design and Human Computer Interface (HCI) considerations appropriate for a defined audience</li> <li>• understand the impacts of digital technologies on the individual, organisation and wider society.</li> </ul>		
<b>Information Technologies</b>			
<b>Year 11</b>	<b>R050: IT in the digital world (Spring/Summer)</b>	<b>R060: Data manipulation using spreadsheets (Completed in Year 10)</b>	<b>R070: Using Augmented Reality to present information (Autumn/Spring)</b>
<b>Knowledge</b> (facts, information, concepts and key terminology)	<ul style="list-style-type: none"> <li>• Cyber-security and legislation</li> <li>• Digital Communications</li> <li>• Internet of Everything (IoE).</li> </ul>		Augmented Reality (AR) Purpose and uses of Augmented Reality (AR) Types of Augmented Reality (AR) and user interaction Devices used with Augmented Reality (AR)
<b>Understanding</b> (ability to connect and synthesise knowledge within a context)	Will learn about design and testing concepts for creating an IT solution or product, and the uses of IT in the digital world.		Designing an Augmented Reality (AR) model prototype Creating an Augmented Reality (AR) model prototype Testing and reviewing
<b>Skills</b> (successful application of knowledge and understanding to a specific task)	Be able to use different design tools that, the principles of human computer interfaces and the use of data and testing when creating IT solutions or products. You will also understand the uses of Internet of Everything and the application of this in everyday life.		Will develop the knowledge and skills relating to the purpose, use and types of Augmented Reality (AR) in different contexts and how it is used on different digital devices. You will develop the skills to design, create, test and review an AR model prototype based on the exam board NEA set. You will be given details of the NEA in the Autumn of Y11 for completion in the spring term of Y11.
<b>Formal Assessments</b> (those done by all/vast majority of the cohort)	R050 will be assessed through classwork, homework and formal Assessments such as the end of Year exam. R060 will have been completed in Year 10. R070 through homework, class set practical assignments and formal completion of the R070 Exam Board Assignment in the summer term. There are regular assessments throughout the year covering these topics, which build on previously taught content.		
By the end of the year students on course for at least a level 2 Pass will... <ul style="list-style-type: none"> <li>• Plan a project using suitable tools.</li> <li>• Know how to plan and design, implement and test an AR Prototype Model.</li> <li>• Be able apply the key design principles in creating their AR Prototype.</li> </ul>			