

## Broadening Horizons

We aim to broaden horizons by introducing software tools that can be used for a wide range of purposes. Many of the tools introduced are free and available for students to use at home. We ensure that students understand how software can be used in the real world, e.g. to plan an event or manage finances. We also introduce students to hardware and software that many students may not have access to outside of school, including Micro:bits, the Adobe suite, Microsoft Office, Chromebooks and PCs.

## Careers

We run a series of 'Careers in the Curriculum' weeks in our school. For ICT, this week takes place in December. Students take part in a number of activities to encourage them to think about how what they learn in the classroom can be applied in a number of future careers including: IT Manager, Software Developer, Data Scientist, Web Developer and Information Security Analyst.

## Immerse Yourself



### KnowItAll Ninja

Collecting, Presenting and Interpreting Data

KnowItAll Ninja covers every topic that you need to learn for your Collecting, Presenting and Interpreting Data assessment.



### KnowItAll Ninja

Exploring User Interface Design Principles

Through KnowItAll Ninja's 21 lessons, you'll learn all you need to pass the exam and each lesson has its own interactive quiz.

## Praise and Reward

Our rewards system can be broadly split into four categories: classroom level, subject level, school level and privilege rewards. We'll focus on classroom and subject rewards here - for more information about our rewards schemes, please see our website.

### CLASSROOM LEVEL REWARDS

Awarded for: working hard, taking risks and rising to a challenge, making mistakes and learning from them, helping others, and taking pride in the school community.

Rewarded by: praise postcards, positive phone calls to parents/carers, positive text messages home, and lesson based prizes.

### SUBJECT LEVEL REWARDS

Reward scheme: star of the week, curriculum awards (Subject/School Way, participation, working with pride, embracing the whole curriculum), high flyer, extra mile, most improved.

Rewarded by: names displayed on reward boards, certificates, social media posts.

## Contact



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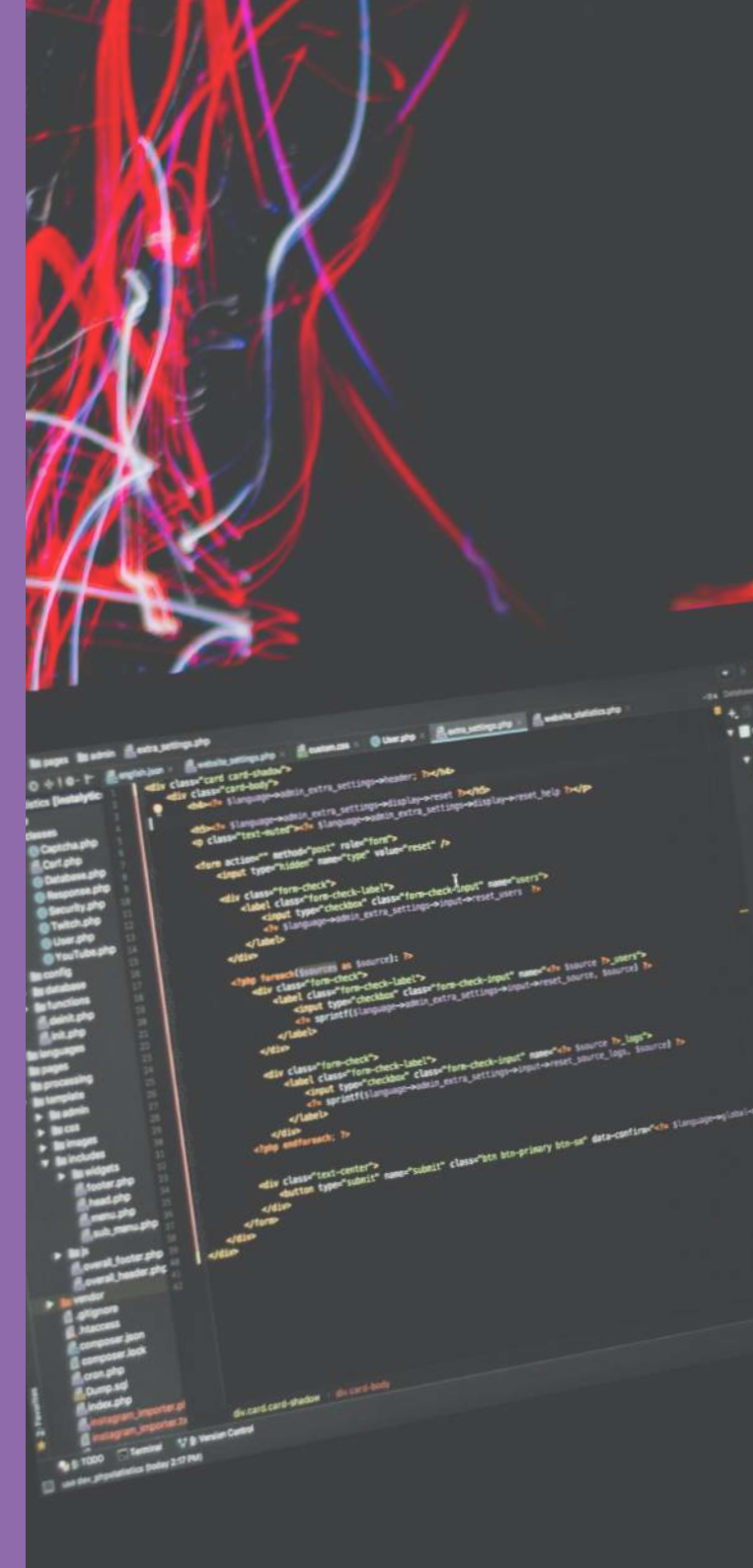
## KnowItAll Ninja E-Learning

Students are provided with a subscription - free of charge - to the KnowItAll Ninja e-learning platform, which uses gamified e-learning principles to support their learning.



Edition 3  
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DIGITAL INFORMATION  
TECHNOLOGY  
YEAR 10 Curriculum Newsletter





# Curriculum Intent

In Computing we aim to provide an engaging, challenging, well sequenced curriculum which is broad and balanced, covering a range of computing and ICT topics. We aim to develop our students into 21st Century Digital Citizens who are able to use digital technology safely and responsibly, and to teach students both how to use technology effectively, with an understanding of how it works.

We aim to engender a love of learning, self-belief and aspiration through 4 key intentions:

- The Removal of Barriers to Learning
- Developing Skills for Learning
- Developing Personal Attributes
- Enriching Student Experiences and Broadening their Horizons

The Computing and IT Department's core purpose is to deliver an engaging and challenging curriculum through outstanding teaching and learning. Our aim is for students to develop skills and knowledge to prepare them for a future in a world where the use of technology is fully embodied.



## Have your say!

At WPT we're always looking for feedback. If you have any thoughts/opinions on this Curriculum Newsletter, its content or the curriculum in general, please scan the QR code to fill out a short feedback form.



# Year 10 Curriculum

## BTEC Tech Awards in Digital Information Technology

In Year 10, the focus is on component 1 where the following topics are covered:

### User Interfaces

We will study the different types of user interface and how they vary across different uses, devices and purposes.

- Types of user interface
- Factors affecting the choice of user interface
- Hardware and software influences

Audience needs including:

- Accessibility needs
- Skill Level
- Demographics

Design Principles such as:

- Colours

- Fonts
- Language
- Layout
- Intuitive design

### Project Planning Techniques

We will study a range of planning tools and design methodologies that can be used to plan, monitor and execute projects.

These include

- Gantt charts, mood board planning tools along with waterfall, agile and scrum methodologies

### User Interface Design

We will design a user interface using key design principles. Students will produce a design that meets the user requirements and accessibility needs. Students will then develop a prototype user interface based on their design.

# Assessment Points

Students are regularly assessed through low stake retrieval practice quizzes, BRAG tasks and practice mock assessments. The formal coursework assessment for Component 1 (User interface design) is completed in the Spring term of year 10, Component 2 (Collecting, Presenting and Interpreting data) is completed in the Autumn term or year 11. The Component 3 exam is at the end of Year 11 in the Summer exam season.

# THE COMPUTING WAY



We respect and look after computer equipment

We use **problem decomposition** to **break problems down into achievable goals**

We are not afraid to experiment, using trial / error / undo

We use formatting skills to make our work presentable

We recognise that computing & IT is vital to careers now & in the future

We use the internet to support our learning

We organise our work with suitable filenames & folders

We listen carefully & make notes during demonstrations  
We use technology responsibly & lawfully

We use technology to solve problems



SUBJECT WAYS

# The Computing Way

The Computing Way is designed to help students become young subject specialists and has a key focus on the vital skills needed to achieve their full potential in this subject area.