

# Y10 ICT Learning Journey

AP2

## Component 1 – Learning Aim A

Research a range of different user interfaces.  
Evaluating their strengths, suitability and limitations.  
Develop a firm understanding of the different hardware and software used within a range of different user interfaces to meet the needs of users.

AP1

## Component 1 – Learning Aim B.

Develop a range of project planning techniques.  
Including SMART targets, meetings with customers to ensure a firm understanding of the project. Reviewing progress against targets. Time management skills are developed with the use of GANT charts.

## Component 1 – Learning Aim C.

Begin to create the user interface based on the planning documentation created.

AP3

## Component 2 – Learning Aim B.

Develop a firm understanding of a range of different formula, functions and features which can be used within spreadsheets. Understand the importance of presenting data in a format which is suitable for the end user.

AP4

## Component 2 – Learning Aim A.

Understand the main uses of spreadsheets and why using them can have a positive impact on a business, organisation and also help the customer/ end user to have a pleasant experience.

## Component 2 – Learning Aim C.

Drawing conclusions from data which has been processed using a spreadsheet. Evaluate the effectiveness of a spreadsheet and if it meets user requirements.

AP5

## Component 3 – Exam preparation.

- Modern Technology
- Impact of Modern technology
- Threats to data
- Prevention and management threat

AP6

**Intent** - In Y10 students begin Component 1 which is designing and planning a user interface for a large organisation. The skill set developed in KS3 help students make strong progress in this unit. We also being work on Component 3, the exam unit, along side.