

Unit Overview: C1 Unit B Designing a user interface								
Half- Term:	AUT 1	AUT 2	SPR 1	SPR 2	SUM 1	SUM 2	No of Lessons:	12
Key Focus for Unit: <i>What is the key knowledge being delivered? What is the intent of this unit?</i>								
<p>As digital technologies and organisations continue to evolve, each new development offers new and exciting ways of completing tasks and interacting with our hardware devices. Each new development opens up a new project with a new set of user requirements that needs to be solved. In this component, you will learn different project planning techniques that can be used to both plan and deliver a project that meets a set of user requirements. User interfaces allow individuals and individuals in organisations to interact with digital technologies. The design of the user interface is crucial in ensuring that users are able to interact positively with their hardware devices. In this component, you will learn the different design principles that can be used to design effective user interfaces and apply appropriate project planning techniques to create a user interface that meets user requirements.</p>								
Key Knowledge and Big Ideas: <i>What Powerful Knowledge and Big Ideas are explored in this Unit? How have these progressed from previous learning? What gaps in knowledge have you identified from baselining and how are the being closed?</i>								
<p>This links to the big idea of IT skills for life. This is where students will learn skills that will help them, whether they pursue IT or not.</p> <p>This component will build on Key Stage 3 where you have learned about computer systems and software applications. You will learn how effective design and planning has a major impact on the user experience. This component will help you to progress to further vocational or academic qualifications. It will also enable you to develop transferable project planning skills that can be used across all areas of study and employment. Students will complete their final coursework after they have done all C1 units. To monitor student progress, students will be challenged to do different elements of this unit in mock scenarios, and do a full mock for a specific scenario.</p>								
Unit Assessment: <i>How will this unit be assessed? What is the frequency of assessments – baselines etc?</i>								
Key Skills Explored			Vocabulary Selected for DVI			Links to Previous Unit		
Use project planning techniques to plan and design a user interface			Gantt charts Critical path diagram PERT charts Methodologies Constraints Specification			This links to their component 1, unit A where students learnt key skills about what you need to consider when designing a website. Students are now thinking about how they can apply that knowledge.		
Links to Careers/Employability			How does this unit prepare students for the next unit?					
Front end developer Website design Applications developer UX designer UX researcher Web content manager All jobs with project planning skills			This unit links to their final unit for C1 where they will be making their user interface, and reviewing it. This gives students an idea of how to apply all their knowledge from C1 unit A, and prepares them for the final stage where they actually make their interface and reflect on their successes.					