

## CURRICULUM OVERVIEW FOR YEAR 9

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Topic</b>	A1 What is a user interface?  A2 Audience needs	A3 Design principles  A4 Designing an efficient user interface	B: Use project planning techniques to plan and design a user interface  B1 Project planning techniques  B2 Create a project plan	B3 Policy  C: Develop and review a user interface  C1 Developing a user interface	C2 Refining the user interface  C3 Review  Controlled Assessment Component 1	Controlled Assessment Component 1
<b>Knowledge</b>	Introduction to user interfaces  Basic user interfaces  Complex user interfaces  Choosing a user interface  How hardware and software affect user interfaces  User accessibility needs  User skills and demographics	Design principles: layout  Design principles: user expectations  Design principles: keeping the user engaged  Design principles: visual elements  Design principles: text elements  Design principles: intuitive design  Improving the speed of user interfaces  Reducing the user selection time	Project methodologies  Co-ordinating project tasks  Planning the project basics  Defining the project requirements  Project constraints and risks  Planning project timescales  What is a design specification?  Creating sketches and storyboards  Defining the hardware, software and testing strategy	Security policies  Defining security parameters: passwords Defining security parameters: policies  Actions to take after an attack  Developing a functional user interface  Showing the key aspects of a user interface	Refining the user interface  Reviewing the user interface  Controlled Assessment	Controlled Assessment
<b>Skills</b>	Creating text based and menu based interfaces	User skills: expert, regular, occasional and novice user skills and	Project methodologies: waterfall, iterative and Agile	Planning project timescales: overall timescales,	Showing the key aspects of a user interface: awareness of intended	Controlled Assessment

	<p>Choosing user interfaces for a given scenario</p> <p>Showing understanding of demographics and user skills</p> <p>Showing understanding of visual elements</p>	<p>demographics: age, beliefs/values, culture and past experiences</p> <p>Design principles: visual elements: colour and font style/size</p> <p>text elements: language and amount of information</p> <p>layout: consistency, placement of items, user expectations, grouping related items, navigational components and input controls"</p> <p>user expectations: colour, sound, symbols, visuals</p> <p>keeping the user engaged: uncluttered screens, tip text, labels, default values and autofill</p> <p>intuitive design: graphics denoting actions, helpful messages, easy reversal of actions, help features and consistency</p> <p>Improving the speed of user interfaces: keyboard shortcuts, reversal of actions, informative feedback and distinguishable objects</p>	<p>Co-ordinating project tasks: Gantt charts, PERT charts and critical path diagrams</p> <p>Basic project planning tools: task lists, graphical descriptions, written descriptions and mood boards</p> <p>Planning the project basics: aims and objectives, audience and purpose</p> <p>Defining the project requirements: user requirements, output requirements and user accessibility requirements</p> <p>Project constraints and risks: time, resources, task dependencies, security and contingency planning</p>	<p>when tasks will be completed, key milestones and resources</p> <p>What is a design specification: user requirements, output requirements, input requirements and user accessibility requirements</p> <p>Designing the visuals: sketches and storyboarding</p> <p>Defining the hardware, software and testing strategy</p> <p>Learning aim B: assessment practice</p> <p>Developing a functional user interface: showing the outputs, inputs and the navigational methods</p> <p>Reviewing the user interface and what areas could be developed further</p> <p>Reviewing the project planning techniques and lessons learned</p>	<p>device, how the requirements have been met, the overall look/feel and the ease of use</p> <p>Refining the user interface: presenting the interface to potential users, gaining feedback, refining the interface, documenting changes</p> <p>Reviewing the user interface and what areas could be developed further</p> <p>Reviewing the project planning techniques and lessons learned</p>	
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		Reducing the user selection time: appropriate object sizes, object emphasis, grouping related objects Learning aim A: assessment practice				
<b>Key Marked Piece (Summative Assessments in bold)</b>	Written article on uses and types of interface  Report discussing levels of “user ability”	Design of interface  <b>Mock Learning Aim A Controlled Assessment</b>	Report discussing planning types  Creating a project plan	<b>Mock Learning Aim B Controlled Assessment</b>  <b>Development log for a user interface</b>	<b>Mock Learning Aim C Controlled Assessment</b>  <b>Formal Controlled Assessment Learning Aim A</b>	<b>Formal Controlled Assessment Learning Aim B and C</b>
<b>Vocabulary</b>	Electronic, self-service, user interface, design principles. project planning, computer, handheld devices, embedded systems, controlling devices, domestic appliances, entertainment systems  Textual interface, command, form based interface, menu based interface  Trial and error, device, graphical interface, speech based interface, sensor interface, suitability  Performance, user	Font style, font size, design principles, visual elements  Language  Program, App, Website, layout, user expectations, high-pitched, low pitched  Intuitive, tools, features, pop-up message, consistency, easy reversal, productivity software  Implication  distinguishable objects  object size, object emphasis, grouping, zoom	Project methodology, waterfall model, iterative model, agile model  Gantt chart, PERT chart, critical path diagrams, task dependency, task length, slack time  Task list, graphical description, mood board  SMART objective, audience, purpose  Input requirements, output requirements, accessibility features  Constraint, risk, contingency, operational loss, financial loss  Key milestone	Design specification  Storyboard, visual  Technical requirements, system hardware requirements, peripheral devices  Data, functional, navigation  SMART objective	No further vocabulary	

requirements,  
accessibility,  
user  
experience,  
storage space

Platforms,  
website,  
hardware,  
software.desktop  
top computer,  
digital watch,  
operating  
system,  
processing  
power, RAM

Accessibility,  
visual needs,  
hearing  
needs,  
annotation,  
motor needs,  
cognitive  
needs, speech  
needs

Digital,  
devices,  
expert user,  
regular user,  
occasional  
user, novice  
user, user  
demographics

Font style,  
font size,  
design  
principles,  
visual  
elements