

ICT at Cox Green 2017-2018 Curriculum Plan

Key Stage 5 Year 13 BTEC ICT Extended Certificate (360 GLH) 1 A-LEVEL

Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Unit 6. Website	3 Using Social Media in	2 Creating Systems to Manage	1 Information Technology	See terms 3	Exam in
Development	Business	Information	Systems	and 4	June Unit 1.
Learners investigate	Learners explore how	Learners study the design,	Learners study the role of		
website development	businesses use social media	creation, testing and	computer systems and the		
principles. They will design	to promote their products	evaluation of a relational	implications of their use in		
and develop a website	and services, before	database system to manage	personal and professional		
using scripting languages.	implementing social media	information.	situations.		
	activities in a business to				
A. Understand the	meet requirements.	In order to produce	Information technology (IT)		
principles of website	A. Explore the impact of	information to support many	systems have a significant		
development	social media on the ways	business processes as well as	role in the world around us		
B. Design a website to	in which businesses	our social lives, relational	and play a part in almost		
meet client	promote their products	databases are widely used to	everything we do. Having a		
requirements	and services	manage and process data.	sound understanding of		
C. Develop a website to	B. Develop a plan to use	From the smallest in-house	how to effectively select		
meet client	social media in a	systems to stock control	and use appropriate IT		
requirements.	business to meet	systems for large online	systems will benefit you		
	requirements	retailers, databases are	personally and		
In this unit, you will review	C. Implement the use of	repositories of information	professionally.		
existing websites –	social media in a	that are a significant part of			
commenting on their	business.	organisational operating			
overall design and	Students will describe the	requirements.			
effectiveness. You will use	software tools available for				
scripting languages such as	animation.				
Hypertext Markup	Start planning and making				
Language (HTML),	animations.				
Cascading Style Sheets					

(CSS) and JavaScript® and a simple text editor, or rapid application development tools. Finally, you will reflect on the website design and functionality using a testing and review process.

You will explore different social media websites, the ways in which they can be used and the potential pitfalls when using them for business purposes. You will develop a plan to use social media strategies for business purposes to achieve specific aims and objectives. You will then implement the plan, developing and posting content and interacting with others. Finally, you will collect data on the business use of social media and review the effectiveness of your efforts

Assessments:

Students have to plan, design, create and test a website.

Internally set and assessed unit.

Assessment: Students undertake an assignment.

Externally et assignment graded internally and sampled by the exam board

Assessment:

This unit is externally assessed through a task set and marked by Pearson.

The set task will be completed under supervised conditions for 10 hours in a one-week period set by Pearson, which can be arranged over a number of sessions.

- AO1 Demonstrate knowledge of database development terminology, standards, concepts and processes
- AO2 Apply knowledge and understanding of database development terminology, standards, concepts and processes to create a software product to meet a client brief
- AO3 Analyse information about database problems and data from test results to optimise the performance of a database solution
- AO4 Evaluate evidence to make informed judgements about the success of a database's design and performance
- AO5 Be able to develop a database solution to meet a client brief with appropriate justification

Assessment:

Unit 1 is externally assessed through a written examination set and marked by Pearson. The examination is two hours in length. Learners will be assessed on their understanding of computer systems and the implications of their use in personal and professional situations.

- AO1 Demonstrate knowledge and understanding of information technology terms, standards, concepts and processes Command words: complete, draw, give, identify, name, state
- understanding of information technology terms, standards, concepts and processes Command words: calculate, complete, demonstrate, describe, draw, explain, produce Marks: ranges from 1 to 10 marks

SMSC/ British Values: Investigating moral values and ethical issues. Working in teams Ethical use of websites and cultural awareness.	SMSC/ British Values: Investigating moral values and ethical issues. Recognising different user including cultures, religions and societies.	SMSC/ British Values: Recognise ethical issues surrounding the application of information technology beyond school. Use of Databases and ethical use including security and data protection	 AO3 Select and use information technologies and procedures to explore likely outcomes and find solutions to problems in context. Command words: calculate, demonstrate, develop, explain, produce AO4 Analyse and evaluate information, technologies and procedures in order to recommend and justify solutions to IT problems Command words: analyse, demonstrate, discuss, produce, write AO5 Make connections between the application of technologies, procedures, outcomes and solutions to resolve IT problems Command words: evaluate, produce, write SMSC/ British Values: Effects of ICT on society. Investigating moral values and ethical issues. Copyright Laws: DPA Computer Misuse Act. Respect. Explain the effects on society of gaming.
--	--	--	--

Enrichment/Extra Curriculum:

• We run additional workshops to develop skills during the Computer Club and link to a number of businesses including the O2 and CISCO Challenge.



ICT at Cox Green 2014 -2015 Curriculum Plan

Key Stage 5 Year 13 BTEC ICT

Term 1	Term 2	Term 3	Term 4	Term 5	Term 6	
Website Development			3 Using Social Media in		2 Creating Systems to	
			Business		Manage Information	
Learners investigate website development			Learners explore how businesses use social media to promote their products and services. Learners also implement social media activities in a		Learners explore how	
principles. They will desig	principles. They will design and develop a website				businesses use social	
using scripting languages.					media to promote their	
			business to meet requirements.		products and services,	
A. Understand the principles of website					before implementing	
development			A. Explore the impact of social media on the		social media activities	
B. Design a website to r	meet client requirements		ways in which businesses promote their		in a business to meet	
C. Develop a website to	C. Develop a website to meet client		products and services		requirements.	
requirements.			B. Develop a plan to t	use social media in a	D. Explore the impact	
			business to meet requirements		of social media on	
In this unit, you will revie	_		C. Implement the use	of social media in a	the ways in which	
	commenting on their overall design and		business.		businesses promote	
effectiveness. You will use scripting languages					their products and	
such as Hypertext Marku			Students will describe the	software tools available	services	
Cascading Style Sheets (C			for animation.		E. Develop a plan to	
a simple text editor, or rapid application development tools. Finally, you will reflect on the			Start planning and making	g animations.	use social media in a	
			Social media websites are	e a popular way for	business to meet	
website design and funct	ionality using a testing		people to communicate a		requirements	
and review process.			with friends and family. P	•	F. Implement the use	
			time on social media web	sites and they give	of social media in a	
Assessments: Students have to plan, design, create and test a website.			businesses opportunities	• • •	business.	
			for example to promote t		Students will describe	
			encourage people to visit		the software tools	
			and buy, to provide custo	•	available for animation.	
Internally set and assessed	Internally set and assessed unit.		familiar with social media	for personal use and in	Start planning and	

SMSC/ British Values: Investigating moral values and ethical issues. Working in teams this unit you will discover how it can be used in a business context.

You will explore different social media websites, the ways in which they can be used and the potential pitfalls when using them for business purposes. You will develop a plan to use social media strategies for business purposes to achieve specific aims and objectives. You will then implement the plan, developing and posting content and interacting with others. Finally, you will collect data on the business use of social media and review the effectiveness of your efforts

Assessment:

Students undertake an assignment.

Externally et assignment graded internally and sampled by the exam board

SMSC/ British Values:

Investigating moral values and ethical issues. Recognising different user including cultures, religions and societies. making animations.

You will explore different social media websites, the ways in which they can be used and the potential pitfalls when using them for business purposes. You will develop a plan to use social media strategies for business purposes to achieve specific aims and objectives. You will then implement the plan, developing and posting content and interacting with others. Finally, you will collect data on the business use of social media and review the effectiveness of your efforts Assessment: Students undertake an assignment in January 2019 Externally et assignment graded internally and sampled by the exam board

	SMSC/ British Values:
	Recognise ethical issues
	surrounding the
	application of
	information technology
	beyond school.
	Use of Databases and
	ethical use including
	security and data
	protection

Enrichment/Extra Curriculum:

• We run additional workshops to develop skills during the Computer Club and link to a number of businesses including the O2 and CISCO Challenge.