

Computer Science: Curriculum for Sept 2021/2022

Key Stage 5: Year 13 Cambridge Technical Introductory Diploma in IT Level 3

Term	Topic	Covered in lessons	Intent
HT1	Unit 17 The Internet of Everything	Understand: • What is meant by the Internet of Everything (IoE) • Be able to repurpose technologies to extend the scope of the IoE • Present concept ideas for repurposed developments	Students learn about interconnectivity and being able to link people, data and devices using a range of networks and communication channels to provide new ways of working, thinking and learning. Students will understand the current Internet of Everything, to see new opportunities for using technology across a range of areas and present their ideas to those who can make it happen.
HT2	Unit 17 The Internet of Everything	Understand: • What is meant by the Internet of Everything (IoE) • Be able to repurpose technologies to extend the scope of the IoE • Present concept ideas for repurposed developments	Students learn about interconnectivity and being able to link people, data and devices using a range of networks and communication channels to provide new ways of working, thinking and learning. Students will understand the current Internet of Everything, to see new opportunities for using technology across a range of areas and present their ideas to those who can make it happen.
	Revision for January Exam on Exam units for January exam series	Revision tasks Past paper practice	



Computer Science: SHADOW Curriculum for Sept 2020/2021

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нтз	Unit 6 – Application design	 Understand how applications are designed Be able to investigate potential solutions for application developments Be able to generate designs for application solutions Be able to present application solutions to meet client and user requirements 	In this unit students explore potential ideas for a new application and develop the fundamental design for it. They then develop the designs for an application and how users will interact with it. The application that students design can be for any sector and for any purpose and they will have the opportunity to present their ideas, prototype them, before refining their design. Students gain technical knowledge about designing an application, whilst learning key transferable skills such as liaising with clients, questioning people effectively to gain the information they need to develop successful designs, and presenting their ideas to an audience and getting feedback from them.
НТ4	Unit 6 – Application design	 Understand how applications are designed Be able to investigate potential solutions for application developments Be able to generate designs for application solutions Be able to present application solutions to meet client and user requirements 	In this unit students explore potential ideas for a new application and develop the fundamental design for it. They then develop the designs for an application and how users will interact with it. The application that students design can be for any sector and for any purpose and they will have the opportunity to present their ideas, prototype them, before refining their design. Students gain technical knowledge about designing an application, whilst learning key transferable skills such as liaising with clients, questioning people effectively to gain the information they need to develop successful designs, and presenting their ideas to an audience and getting feedback from them.



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Term	Topic	Covered in lessons	Intent
нт5	Revision of Exam units		
нт6	Coursework revisions		