

Year 11 IT

The Year 11 IT curriculum has been devised to equip students with the wide range of knowledge and skills needed to work in the creative digital media sector. Starting with pre-production skills the students develop their skills through practical assignments as they create final multimedia products.

Methods of deepening and securing knowledge:	
Retrieval practice	Starter activities are used whilst students log on to computers, these are knowledge retrieval activities.
Interleaving	Pre-production and creative skills are revisited several times throughout Year 11. Key concepts are repeatedly covered using scenarios and are interleaved within the curriculum.
Concrete examples	Concrete examples are used as the teacher demonstrates completed projects or tasks in creative or practical lessons to demonstrate how the skills taught can be applied to different scenarios.
Dual coding	Dual coding is used as instructions for tasks include written steps and images showing what icons or tools look like.

	Autumn term 1	Autumn term 2	Spring term 1	Spring term 2	Summer term 1	Summer term 2
Topic(s)	RO85 Multi-page Website - Properties and features of a multi-page website - Devices used to access webpages - Methods of internet connection - Plan a multi-page website (client requirements, target audience, work plan, site map, prepare assets, test plan)	RO85 Multi-page Website - Create multi-page web using range of tools and techniques, master pages/templates, insert assets, save and publish - Review a multi-page website against a specific brief, identify areas for improvement	RO85 Creating Multimedia Webpages - Set assignment (coursework)	RO91 Designing a Game Concept - Understand digital game types and platforms - Evolution of digital video game platforms - Objectives of digital games - Digital game genres - Player interface and peripherals	RO91 Designing a Game Concept - Interpret clients requirements and target audience - Generate original ideas for a new game - Design a game proposal - Review a game proposal - Set assignment (coursework)	RO91 Designing a Game Concept - Set assignment (coursework)

Assessment	Aiming High task - based on given scenario		Centre assessed Task – externally moderated		Centre assessed task – externally moderated	
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Independent Learning:

Independent learning is a core part of learning and serves to support the learning in class, enrich the student experience and develop knowledge and skills. There are written independent learning tasks that extend and consolidate learning.

Preparing for assessment is an essential part of each topic as each assessment allows teachers and students to see their progress. It is crucial that revision is completed so students can show what they know.