

St Cuthbert Mayne School Curriculum Map 2023-2024



Year 13

Department: COMPUTING

Key Stage 5 Curriculum Summary

Exam Board: OCR

Course title: Cambridge Technicals in IT Level 3

Students will follow the Cambridge Technicals syllabus which has been developed by the OCR exam board. This course is equivalent to an A level and provides students with the necessary UCAS points and skills to progress onto university.

Students will have the opportunity to develop their planning and evaluation techniques within a variety of specialised units. During the 2 year course students will study 6 units of work including website design, graphic design, animation techniques and computer networks and systems.

Autumn Term 1 & 2

Topic/Unit	Unit 12 - Mobile Technologies					
Knowledge (Content covered)	Students may come to this unit as a proficient user of a mobile phone, but they may be less familiar with other mobile technologies and their operating systems. The aim of this unit is to broaden their knowledge and understanding of the wider potential of mobile technologies and its consequences to people and businesses. This unit is as much about new technologies as it is about promoting critical analysis of existing situations and proposing better solutions.					
Skills	Marketing and project planning					
Assessment	Internally assessed coursework - this is one of three pieces of coursework					
Gatsby 4 (Linking curriculum learning to careers) GATSBY BENCHMARK 4	Public relations Company marketing Solution Developer					
Topic/Unit	<p>Unit 2 Global information</p> <p>This unit explains how information is held and used by different types of users. Students will learn how organisations use internal and external sources of data and the types of information that may be found. Students will have an understanding of the importance of good management of data and information and the impact that this can have on the ability of organisations to compete with one another.</p>					
Knowledge (Content covered)	LO1 - understand where information is held globally and how it is	LO2- understand the styles, classification and the management of global	LO3 - understand the use of global information and the benefits to individuals and	LO4 - understand the legal and regulatory framework governing the	LO5 - understand the process flow of information Topics in this	LO6 - understand the principles of information security

	<p>transmitted</p> <p>Topics in this section are:</p> <ul style="list-style-type: none"> • Holders of information • Types of information storage media • Types of information access and storage devices • The internet • Information formats 	<p>information</p> <p>Topics in this section are:</p> <ul style="list-style-type: none"> • Information styles and their uses • Information classification • Quality of information • Information management 	<p>organisations</p> <p>Topics in this section are:</p> <ul style="list-style-type: none"> • Data versus information • Categories of information used by individuals • Categories of information used by organisations • Stages of data analysis • Data analysis tools • Information system structure 	<p>storage and use of global information</p> <p>Topics in this section are:</p> <ul style="list-style-type: none"> • UK legislation relating to storing information • Global regulations and legislation • Green IT 	<p>section are:</p> <ul style="list-style-type: none"> • Information sources and data types • Data flow diagrams 	<p>Topics in this section are:</p> <ul style="list-style-type: none"> • Principles of information security • Risks • Impacts • Protection measures • Physical protection • Logical protection
Skills	IT, Business management					
Assessment	1.5 hour examination					
Gatsby 4 (Linking curriculum learning to careers) GATSBY BENCHMARK 4	Web developer. Business analyst. Product manager.					

Spring Term 1 & 2

Topic/Unit	Unit 6 - Application Design
Knowledge (Content covered)	<p>The world is increasingly reliant on applications that help individuals, business and organisations achieve specific activities or purposes. In this unit students will explore potential ideas for a new application and develop the fundamental design for it.</p> <p>They will then develop the designs for an application and how users will interact with it. The application that students will design could be for any sector and for any purpose. They will have the opportunity to present their ideas, prototype them and gain feedback before refining their design.</p> <p>Besides the technical knowledge that students will gain about designing an application, they will also learn key transferable skills about 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.</p> <p>This unit is mandatory to the Application Developer pathway due to its relevance to the job role of an application developer. The unit supports the development of skills, knowledge and understanding appropriate to a wide range of job roles requiring the development of applications within mobile technology, business software, graphics, games and web design to name but a few.</p>
Skills	Project planning, problem solving
Assessment	Internally assessed coursework - this is one of three pieces of coursework
Gatsby 4 (Linking curriculum learning to careers) GATSBY BENCHMARK 4	The unit supports the development of skills, knowledge and understanding appropriate to a wide range of job roles requiring the development of applications within mobile technology, business software, graphics, games and web design to name but a few.