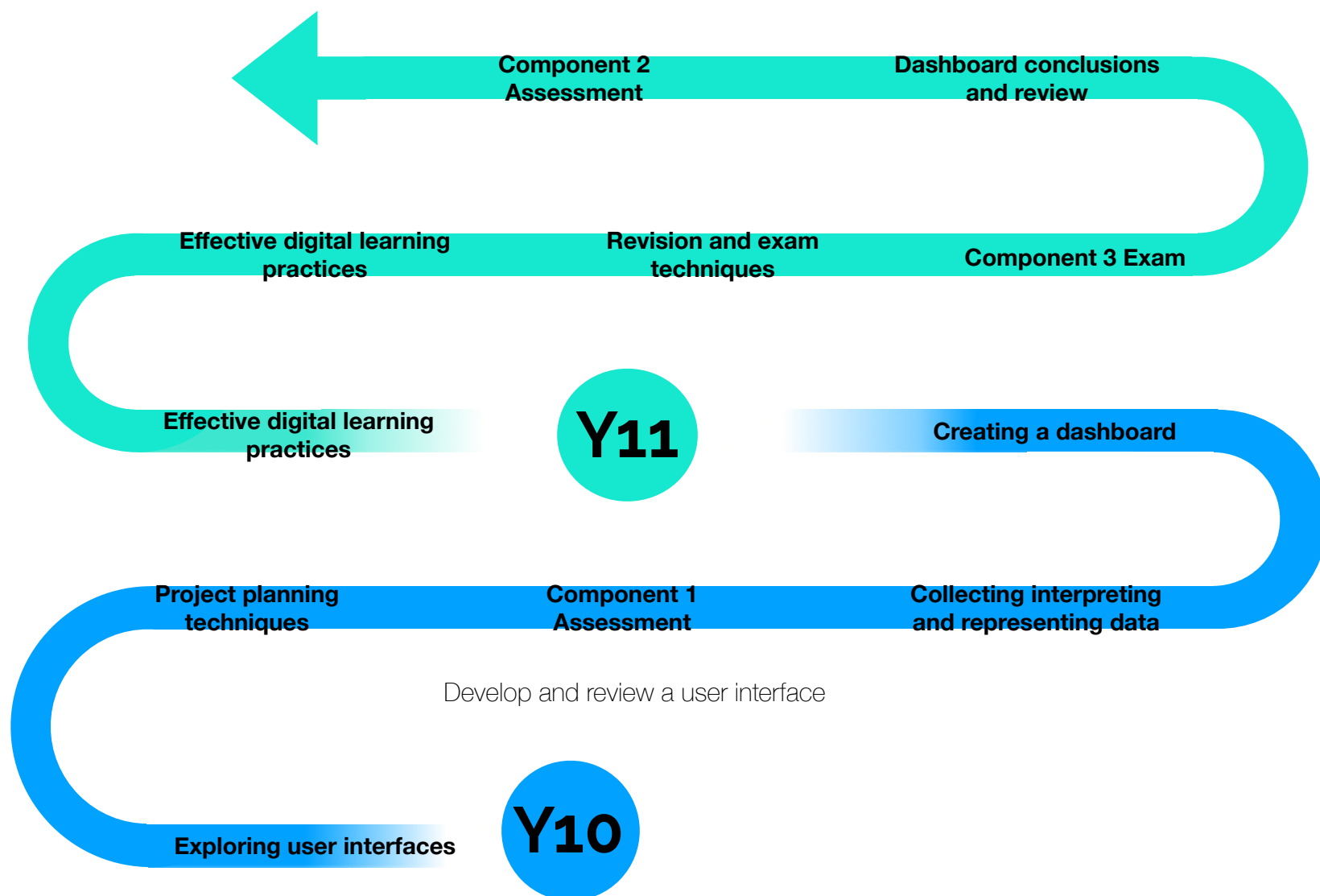# DIGITAL INFORMATION TECHNOLOGY

## Skills

## Knowledge

### Mastery in Year 11

- Studying the impact of digital systems
- Understanding the effect of data on individuals and organisations.
- Creating a dashboard using data manipulation tools.

### Mastery in Year 10

- Understanding the uses and impact of user interface designs for individuals and organisations.
- Learning and using project planning techniques.
- Creating a user interface using project planning techniques.
- Understanding data and information, and creating a dashboard.

**Component 2 Assessment**

**Dashboard conclusions and review**

**Effective digital learning practices**

**Revision and exam techniques**

**Component 3 Exam**

**Effective digital learning practices**

**Y11**

**Creating a dashboard**

**Project planning techniques**

**Component 1 Assessment**

**Collecting interpreting and representing data**

Develop and review a user interface

**Y10**

**Exploring user interfaces**

**Y10**

Students taking Digital Information Technology as a subject will spend Year 10 completing Component 1 and learning about user interfaces, design principles, project planning techniques, different types of devices, analysing strengths and weaknesses of user interface designs before applying this knowledge in their Component 1 assessment. Students will then begin component 2 by looking at techniques for collecting, interpreting and analysing data, before focusing on a variety of methods for producing dashboards.

**Y11**

In Year 11, students will study modern technologies, cyber security and learn about the impact that modern technologies have on society. Students will also develop their understanding about the potential internal and external threats to an organisation and how those threats can be detected and prevented in preparation for the February component 3 exam. After the exam has been completed they will complete their final component 2 assessment which focuses on data, data collection, analysis and manipulation into dashboards.