

<b>Subject</b>	Digital Information Technology - The digital sector is a major source of employment in the UK, with 1.46 million people working in digital companies and around 45,000 digital jobs advertised at any one time.
<b>Head of Department</b>	Mrs Ramage
<b>Teaching staff</b>	Mrs Gorry
<b>Department Vision</b>	Development of project planning, designing and creating user interfaces, creating dashboards to present and interpret data. Personal management and communication knowledge and an understanding of how organisations collect and use data to make decisions, virtual workplaces, cyber security and legal and ethical issues.
<b>How students can 'ASPIRE to excellence' in this field</b>	Students need to emerge themselves into technology, and experiment with the tools available to enhance knowledge and confidence with I.T. The most successful IT specialists are not afraid of trying new ways as technology is emerging every day.
<b>Rationale behind the curriculum chosen</b>	<p>The KS3 Computing course is designed to equip students with all of the tools required to excel cross-curricular. It also offers a sample of KS4 Enterprise and DIT courses that are offered, to better inform students on which path to choose.</p> <p>The Digital Information Technology course is accessible to all students and the knowledge is extremely useful across the wide curriculum. It covers how to gather important research and analyse and interpret data, the second part of the coursework focuses on how technology is developed to allow a wide range of users to access.</p>
<b>Possible Careers</b>	Digital Manager of; Marketing, Sector, Analytics, Project

### Key stage 3

Year Group	Topics covered	Dates of assessments	Link to Knowledge Organiser
<b>Year 7</b>	<p>The aims we have for students are:</p> <p>For all students to become proficient and competent users of modern day computer systems in helping them meet their current learning needs across the curriculum</p> <ul style="list-style-type: none"><li>• E-safety</li><li>• Microsoft PowerPoint</li></ul> <p>The Year7 curriculum aims to introduce students to using the internet safely (e-Safety) and be able to undertake effective independent/self-guided research to support their class work and homework, and become responsible digital citizens. Students should be able to remain safe when using the Internet and understand how to behave towards others. The students are also expected to begin to use tools effectively in Microsoft PowerPoint.</p>	<p>w/c 1<sup>st</sup> February 2021</p> <p>w/c 24<sup>th</sup> May 2021</p>	

<b>Year 8</b>	The Year 8 curriculum aims to build on the skills acquired in year 7 and extend students' understanding of the way computers are used to help build and promote enterprises through a range of research and creative designs in marketing. Students will then analyse data using a range of tools used in Microsoft Excel	w/c 1 <sup>st</sup> February 2021 w/c 24 <sup>th</sup> May 2021	
<b>Year 9</b>	The Year 9 curriculum aims to build on the knowledge gained in Year 7 and 8 and an introduction into specialist IT software is covered including: SketchUp, Python and Unity.	w/c 30 <sup>th</sup> November 2020 w/c 19 <sup>th</sup> April 2021	

Key Stage 4	
<b>What Topics are covered in KS4</b>	Component 1: Exploring User Interface Design Principles and Project Planning Techniques; Component 2: Collecting, Presenting and Interpreting Data; Component 3 (external exam): Effective Digital Working Practices This assessment must be completed in 1 hour 30 minutes.
<b>How will the students be examined in KS4 (Be specific about the breakdown of exams/units)</b>	Students will complete two pieces of coursework in year 10 and an external exam in Year 11.  <b>Component 1 covers:</b> Investigate user interface design for individuals and organisations; Use project planning techniques to plan and design a user interface; Develop and review a user interface <b>Component 2 covers:</b> Investigate the role and impact of using data on individuals and organisations; Create a dashboard using data manipulation tools; Draw conclusions and review data presentation methods.

	<p><b>Component 3 covers:</b> Demonstrate knowledge of facts, terms, processes and issues in relation to digital information technology; Apply an understanding of facts, terms, processes and issues in relation to digital information technology; Analyse, evaluate and make reasoned judgements about the use, factors and implications influencing digital information technology; Make connections with the concepts, issues, terms and processes in digital information technology</p>
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### Enrichment and Useful Websites

<p><b>Extracurricular opportunities offered (clubs, trips etc)</b></p>	<p>Students are encouraged to use Scratch at home to develop programming skills.</p>
<p><b>Links to useful website of interest for your subject Area.</b></p>	<p><a href="https://www.bbc.co.uk/bitesize/guides/zwb4jxs/revision/1">https://www.bbc.co.uk/bitesize/guides/zwb4jxs/revision/1</a></p> <p><a href="https://www.bbc.co.uk/bitesize/subjects/z9qy6yc">https://www.bbc.co.uk/bitesize/subjects/z9qy6yc</a></p>