

Subject: ICT

Year Group: 9

Week beginning	Subject Topic	Key Learning points/big questions	Independent/Home learning	Linked Assessment	Resources
2/11	Introduction to User Interfaces	Introduction to user interfaces: hardware features, software features and human facilitation and example uses Basic user interface: text-based and menu-based	Open your 'Knowledge Organiser'. Turn to the ICT (Computing) page. Type 3 questions and answers based upon information on that page. Save/update file 'User Interface Key Terms and Definitions'.	https://egguckland.sharepoint.com/:w:/g/ict/EXA232227-dDnD6vRvULfRqB_nvurFTOJO9Ln6L7F9-LLA?e=dRcKcm	User Interface mini-web https://www.teach-ict.com/gcs_e_new/computer%20systems/user_interface/miniweb/pg6.htm
9/11	Introduction to User Interfaces – project requirements	Defining the project requirements: user requirements, output requirements, input requirements and user accessibility requirements	Students identify which requirements from a project brief are user requirements, input requirements, output requirements and accessibility requirements.		ICT Knowledge Organiser Share-point Folder https://egguckland.sharepoint.co

16/11	Introduction to User Interfaces – creating an initial design	Designing the visuals: sketches and storyboarding	Print screen of two of your interfaces and annotate them below to show how they have been made easier to use and the design principles you have demonstrated.		m:/b:/g/ict/EfJuukhAZChHmHfBkV-e2bkBwO2fdLKg6EL-GpUZ8cweg?e=YypsoU
23/11	Introduction to User Interfaces – developing an initial design	Developing a functional user interface: showing the outputs, inputs and the navigational methods	Identify three possible improvements that you could make to your interface.		‘E-textbook Exploring User Interface Design’ https://egg.buckland.sharepoint.com:/b:/g/ict/EfJuukhAZChHmHfBkV-e2bkBwO2fdLKg6EL-GpUZ8cweg?e=wonYTJ
30/11	Introduction to User Interfaces – Reviewing user interface initial design	Reviewing the user interface and what areas could be developed further	Finally, you should review your user interface designs. Explain how your design(s) meet the project requirements you set out in week/lesson 2.		
7/12					‘History of the Graphical User Interface’ video

					https://egg-buckland.sharepoint.com/:g/ict/EiRImp8266pKiyQTae0n38gB1IOM2dhs0tSUqusj1etEsQ?e=TVvQMC
14/12					
CHRISTMAS BREAK					