

Roundwood Park School Curriculum Map – BTEC DIT (Year 10)

A curriculum that stimulates curiosity, values diversity and offers challenge.

We help every student to love learning for life, to follow their passions and to reach their full potential.

Year 10	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
Unit of Work	Comp 1 Comp 3 Comp 3:	Comp 1 Comp 3 Comp 3:	Comp 1 Comp 3 Comp 3:	Comp 1 Comp 3 Comp 3:	Comp 1 Comp 2 Comp 3:	Comp 1 Comp 2 Comp 3:
Key knowledge Or Enquiry Question	MODERN TECHNOLOGIES Communication technologies Cloud storage and Cloud computing Using cloud technologies Comp 1: USER INTERFACE DESIGN User interfaces Factors and influence Audience needs Design principles	MODERN TECHNOLOGIES Modern team working Inclusivity and accessibility Impacts of modern technology Comp 1: USER INTERFACE DESIGN Design psychology Designing efficient user interfaces PROJECT PLANNING AND DEVELOPMENT Project planning techniques Creating project plans	CYBER SECURITY System attacks and external threats Internal threats and impacts Comp 1: PROJECT PLANNING AND DEVELOPMENT Initial designs Developing a User Interface (UI) Review of UI	CYBER SECURITY User restrictions and finding weaknesses Data level protection Policy backups and data recovery	IMPLICATIONS OF DIGITAL SYSTEMS Shared data Environmental issues Equal access Comp 2: HOW DATA IS COLLECTED BY ORGANISATIONS AND ITS IMPACTS ON INDIVIDUALS Characteristics of data and information Representing information Ensuring data is suitable for processing Data collection	IMPLICATIONS OF DIGITAL SYSTEMS Use policies data protection Criminal use Comp 2: HOW DATA IS COLLECTED BY ORGANISATIONS AND ITS IMPACTS ON INDIVIDUALS Ensuring data is suitable for processing Data collection
Concepts	Comp 3: The use of digital systems to complete every day, business-critical tasks. How organisations can use technology safely and how regulation and ethical and security concerns influence the way in which organisations operate. Comp 1: Understand interface design for individuals and organisations	Comp 3: The use of digital systems to complete every day, business-critical tasks. How organisations can use technology safely and how regulation and ethical and security concerns influence the way in which organisations operate. Comp 1: Be able to use project planning techniques to plan, design and develop a user interface	Comp 3: How organisations manage cyber security issues when working in a digital organisation Comp 1: Be able to review a user interface.	Comp 3: How organisations manage cyber security issues when working in a digital organisation	Comp 3: Understanding of the use of digital systems by organisations so that we are able to make reasoned judgements on the systems. Comp 2: Understand how data is collected and used by organisations and its impact on individuals	Comp 3: Understanding of the use of digital systems by organisations so that we are able to make reasoned judgements on the systems. Comp 2: Understand how data is collected and used by organisations and its impact on individuals

Key Vocabulary	Ad hoc network, open Wi-Fi, tethering, personal hotspot, developed/developing countries, infrastructure, network coverage, blackspot, access rights, synchronisation, availability, scalability, consistency, cloud storage, cloud computing, file versions, interface design, layout , accessibility, notifications, disaster recovery, data security, compatibility, downtime, responsiveness, complexity, diversity, multicultural, inclusivity, flexibility, 24/7/365, collaboration tools, communication platforms, stakeholders, alt text, screen reader, depression, stress, Hacker, system attack, black hat, white hat, grey hat, malware, virus, worm, botnet, rootkit, Trojan, ransomware, spyware, Denial of Service, phishing, pharming, social engineering, shoulder surfing, 'man-in-the-middle' attacks, unintentional disclosure, information theft, security controls, security breach, internal threat, passwords, access levels, biometrics, two-factor authentication, ethical hacking, penetration testing, system analysis, behaviour analysis, firewall, interface design, autocomplete, anti-virus, device hardening, encryption, cyber security, policy, acceptable use policy (AUP), disaster recovery, backups, Shared data, location-based data, GPS, transactional data, cookies, data exchange, privacy, ethics, manufacture, disposal, energy, waste, rare materials, upgrade, replace, policy settings, auto power off, power-saving, equal access, equality, net neutrality, acceptable use policies, scope, assets, monitoring, sanctions, social media, professional life, data protection, lawful processing, accuracy, data subject, right to be forgotten, trademarks, patents, copyright, permissions, licensing, attribution, unauthorised access, unauthorised modification, malware, Data flow diagram, information flow diagram, system diagram, flowchart, variable, chart, range, maximum, minimum.					
ASPIRE Habits	Resourceful learners	Resourceful learners	Reflective learners	Resilient learners	Responsible learners	Resourceful learner
Reading Opportunities	Cloud Computing Basics by T.B. Rehman Basics Interactive Design: Interface Design: An introduction to visual communication in UI design by Dave Wood	A World Without Email: Reimagining Work in an Age of Communication Overload by Cal Newport	Cyber Security Basics: Protect your organization by applying the fundamentals by Don Franke	Cyber Security Basics: Protect your organization by applying the fundamentals by Don Franke	Big Data Book: What Is Big Data Technology: How Is Big Data Collected by Ethelene Jungck	A Practical Guide to Data Protection (GDPR) by Kieran McLaughlin