

IT Curriculum Map 2021-2022

Key Stage 5

Year	Half term 1	Half term 2	Half term 3	Half term 4	Half term 5	Half term 6
12 CT/ 05840	<p>Unit 21 Web design and prototyping coursework. LO1-LO2</p> <p>Understand the fundamentals of web design</p> <p>Be able to plan the development of an interactive website for an identified client</p> <p>Unit 1 FUNDAMENTALS OF IT</p> <p>Teaching content for LO1-LO3</p>	<p>Unit 21 Web design and prototyping coursework. LO3-LO4</p> <p>Be able to create prototype websites for an identified client</p> <p>Be able to present the interactive website concept to an identified client</p> <p>Unit 1 FUNDAMENTALS OF IT</p> <p>Teaching content for LO4-LO5</p>	<p>Unit 15 game design and prototyping coursework. LO1-LO2</p> <p>Be able to develop game concepts</p> <p>Be able to develop game prototypes</p> <p>Unit 2</p> <p>CLOBAL INFORMATION Teaching content LO1-LO3</p>	<p>Unit 2</p> <p>CLOBAL INFORMATION Teaching content LO4-LO6</p>	Exam Practice	<p>Unit 15 game design and prototyping coursework. LO3</p> <p>Be able to develop game prototypes</p>
13 CT/ 05840	<p>Unit 6 - Application design coursework LO1-LO2</p> <p>Understand how applications are designed.</p> <p>Be able to investigate potential solutions for application developments</p> <p>Unit 1 Exam prep</p>	<p>Unit 6 - Application design coursework LO3-LO4</p> <p>Be able to generate designs for application solutions</p> <p>Be able to present application solutions to meet client and user requirements</p> <p>Unit 2 Exam Prep</p>	<p>Unit 21 Web design and prototyping coursework. LO1-LO2 – Review</p> <p>LO3-LO4 Implementation</p>	<p>Unit 15 game design and prototyping coursework. LO1-LO2 – Review</p> <p>LO3-LO4 Implementation</p>		