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| **Subject:** Digital Information Technology BTEC Level 1/2  Year 10 Curriculum Map 2022-2023 | | | |
| Terms | **Topics covered** and **core knowledge and skills** | Links to careers | Links to the Knowledge organiser and other additional resources |
| Half term 1 | **Understand what a User Interface is**  Definition of user interface:   * software features * human features * how software features can be used to facilitate human–device interaction.   **Types of interfaces:**   * text based * speech/natural language * GUI/WIMPs * sensors * menu/forms.   **Range of uses, e.g.:**   * computers * handheld devices * entertainment systems * domestic appliances * controlling devices * embedded systems.   **Factors affecting the choice of user interface:**   * performance/response time * ease of use * user requirements * user experience * accessibility * storage space.   **Hardware and software influences:**   * operating systems/platforms * types/size of screen, e.g. touchscreen vs traditional displays * types of user input, e.g. keyboard, mouse, voice, gestures * hardware resources available, e.g. processing power, memory * emerging technologies, e.g. new innovations of input techniques | <https://www.google.com/search?q=jobs+in+user+interface&rlz=1C1GCEU_en-GBGB957GB970&oq=josb+in+user+interface&aqs=chrome..69i57j0i13j0i22i30l2j0i390l3.3616j0j4&sourceid=chrome&ie=UTF-8&ibp=htl;jobs&sa=X&ved=2ahUKEwj3kK_-s-n4AhXXPsAKHdsrAnIQutcGKAF6BAhEEAY#fpstate=tldetail&htivrt=jobs&htidocid=nKeSZfvAE_UAAAAAAAAAAA%3D%3D> | Knowledge Organisers:  <https://maritime.rivoagency.com/admin/wp-content/uploads/sites/20/2022/10/DIT-Component-3-KO.pdf> |
| Half term 2 | A2 Audience needs Learners will investigate the varying needs of the audience and how they affect both the type and the design of the interface.  **• Accessibility needs**:   * visual * hearing * speech * motor * cognitive.   • Skill level:   * expert * regular * occasional * novice.   • Demographics:   * age * beliefs/values * culture * past experiences.   A3 Design principles Learners will investigate a wide variety of design principles that provides both appropriate and effective user interaction with hardware devices.  • Colours:   * use of limited range of colours * use of organisational house style * ensuring that colours do not clash * use of textures, e.g. glossy, corporate textures in colours, warm, fabric-style textures.   • Font style/size:   * ensuring text style/style is readable * use of sans serif fonts for screen reading * avoiding decorative fonts.   • Language:   * using appropriate language for user needs, e.g. age-appropriate language * using language that is appropriate for user skill level.   • Amount of information:   * providing appropriate amount of information for the task * making appropriate use of white space.   • Layout:   * consistency throughout the whole interface * keeping the layout as close as possible to user expectations * placing important items in prominent positions * grouping related tasks together * use of navigational components, e.g. search fields, breadcrumbs, icons * use of input controls, e.g. dropdown lists, tick boxes, toggles. |