

## Digital Information Technology

BTEC Digital Information Technology equips users with the skills to use computer systems and common software packages to make user-friendly device interfaces and to handle 'big data', which is presented in a user-friendly customer 'dashboard' – something that will become more prevalent as we connect more everyday items to the Internet. It consists of three component units across the two years, two of which are internally assessed coursework units and one is an externally assessed exam unit.

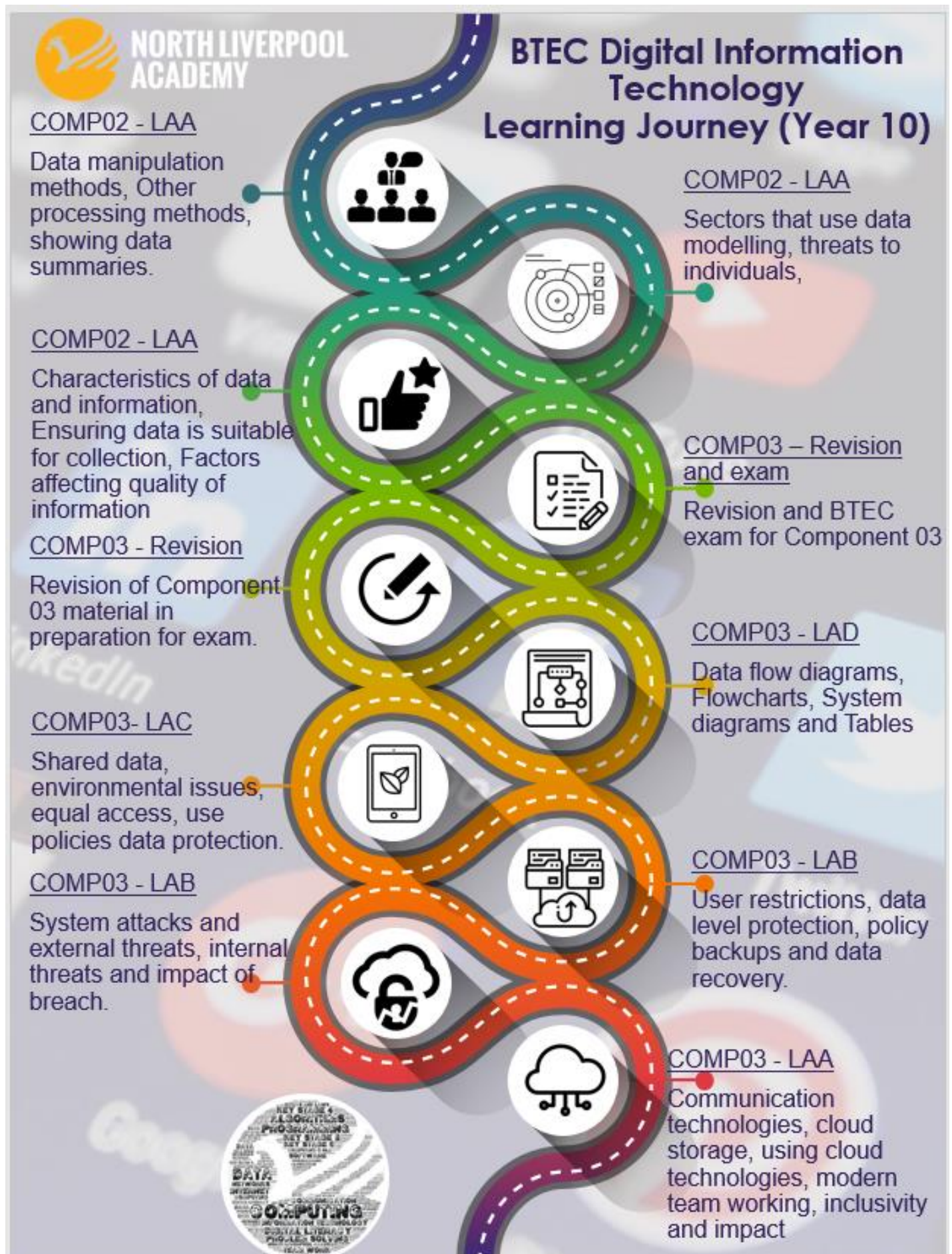


Component 01 covers 'Exploring User Interface Design Principles' where students learn to construct a working device interface that may be used commercially.

Component 02 covers 'Collecting, Presenting and Interpreting Data' which deals with the collation and presentation of rich online data in a user-friendly dashboard.

Component 03 covers Digital Literacy and practical soft skill elements useful for a real-world work environment through an external exam covering questions on 'Effective Digital Working Practices'.

Our Learning Journey shows how our topics build upon each other And our students experience a wide variety of themes in order to broaden their learning experience:





# BTEC Digital Information Technology Learning Journey (Year 11)

## KS4-KS4 Bridging

Transition to Key Stage 5 activities



## COMP02 - LAC

Presentation Methods, Using presentation features, drawing conclusions, Making recommendations



## COMP02 - LAB

Characteristics of data and information, Ensuring data is suitable for collection,



## COMP02 - LAB

Factors affecting quality of information



## COMP03 - Revision and exam

Revision and BTEC exam for Component 03



## COMP03 - LAD

Data flow diagrams, Flowcharts, System diagrams and Tables



## COMP03- LAC

Shared data, environmental issues, equal access, use policies data protection.



## COMP03 - LAB

User restrictions, data level protection, policy backups and data recovery.



## COMP03 - LAB

System attacks and external threats, internal threats and impact of breach.



## COMP03 - LAA

Communication technologies, cloud storage, using cloud technologies, modern team working, inclusivity and impact



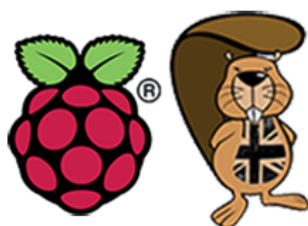
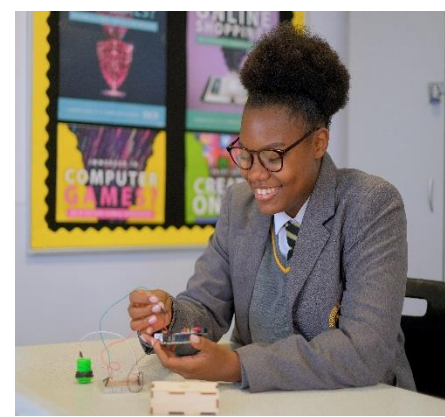
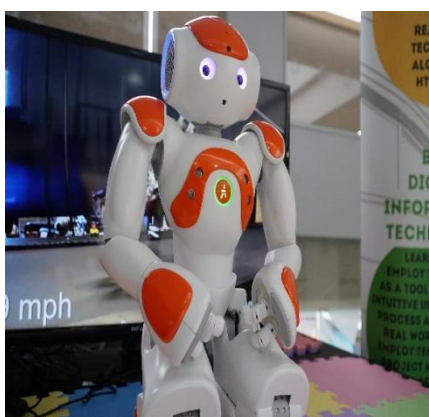
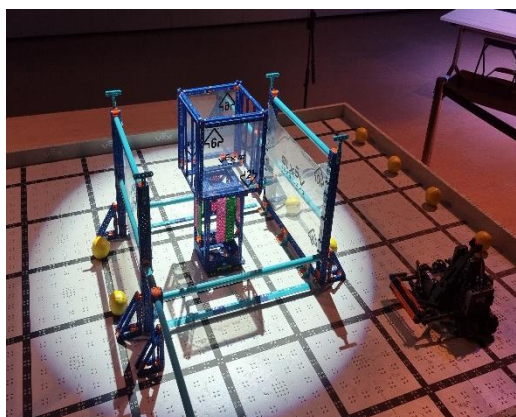
Our curriculum at KS4 is as follows:

<b>Year 10 GCSE Computer Science</b>
Exploring User Interface Design Principles Effective Digital Working Practices (Part 1)
<b>Year 11 GCSE Computer Science</b>
Effective Digital Working Practices (Part 2) Collecting, Presenting and Interpreting Data

## Learning through Experiences in Digital Information Technology

In order to enhance the provision of Computer Science beyond the curriculum, our students benefit from the following experiences:

- British Esports
- Bebras Computational Thinking Challenge
- Cyber Centurion Competition
- Bletchley Park visit



**UK Bebras**  
Computational  
Thinking  
**Challenge**

