Exploring User Interface Design Principles and Project Planning Techniques

## MAGHULL HIGH SCHOOL – CURRICULUM MAP



HALF TERM 3.2 Jun – Jul	Learning Aim: B	Learning Aim: B	Component 1 Learning Aim B
TOPIC (S)	B2: Create a Project Plan	B3: Create an Initial Design	Assignment
Knowledge & Skills development	Understand suitable project planning techniques to develop a project plan	Create an initial design using the design principles already taught	Application of knowledge to a given scenario
Assessment / Feedback Opportunities	Classroom activity - Class Discussion - Questioning pupils — verbal feedback		CW assessment
Cultural Capital	<ul> <li>Variations of technology</li> <li>Project life cycles</li> </ul>		
SMSC / Promoting British Values (Democracy, Liberty, Rule of Law, Tolerance & Respect)	<ul> <li>Listening to others</li> <li>Responding suitable in discussions</li> <li>Taking part in group activates</li> </ul>		
Reading opportunities	5 Notorious Failed Projects & What We Can Learn from Them 10 Best Project Management Tools for Every Project Managers		
Key Vocabulary	Specific – Measurable – Achievable – Realistic – Timely - Project Requirements - User Requirements – Timescales - Task Dependencies – Security - Contingency Planning - Input And Output Requirements - User Accessibility Needs – Visualisation - Hardware Requirements - Software Requirements - Test Strategy		
Digital Literacy	Use of technology Digital research methods Use of range of software		
Careers	Project Manager		