

AUTUMN 1

AUTUMN 2

SPRING 1

SPRING 2

SUMMER 1

SUMMER 2

YEAR 12

Unit 1: Fundamentals Of IT

- Computer hardware.
Components, types, communication hardware, troubleshooting, units of measurement, number systems, number conversion.
- Computer software.
Utility software, operating systems, troubleshooting, protocols.
- Business IT systems.
Servers, virtualisation, networking characteristics, connectivity methods, business systems.
- Employability and communication skills.
Communication skills, communication technology, personal attributes, job roles, professional bodies, certification.
- Ethics and operational issues.
Threats, physical security, digital security, safe disposal of data and equipment.

Unit 17: Internet Of Everything

- Investigating the internet of everything.
Applications of IoE, global impacts, four pillars of IoE, networked connection, security issues.
- Repurposing technologies.
IoE developments over time, feasibility study.
- Presenting concept ideas.
Business proposal, pitches, stakeholder considerations, proposal analysis and evaluation.

Unit 13: Social Media & Digital Marketing

- Digital marketing.
The role of marketing within business, tools of digital marketing, digital marketing life cycles.
- Social media in business.
Data as a resource, legislation and business policy, ethical and moral issues.
- Social media in marketing campaigns.
Impact of social media on business and individuals, restrictions of social media.
- Developing a digital marketing campaign.
Features of a social media marketing campaign, effectiveness of digital marketing campaign.

YEAR 13

Unit 2: Global Information

- Transmitting information globally.
Holders of information, information storage, the internet vs the world wide web, information formats.
- Global information management.
Information styles and their uses, classification of information, quality of information, information management.
- Global information in organisations.
Data vs information, categories of information, stages of data analysis, information system structure.
- Global information legal requirements.
UK legislation and regulation, green I.T.
- The flow of information.
Information sources, data flow diagrams.
- Principles of information security.
Risks and impacts.

Unit 6: Application Design

- Understanding the application design process.
Application development models.
- Investigating solutions for application developments.
Methods of gather user requirements, functional requirements and solutions, feasibility study.
- Creating designs for application solutions.
Using diagrams to represent aspects of an application, standardisation of design, advantages/disadvantages of a proposed solution.
- Presenting solutions.
Effective pitch delivery, prototyping, applying user feedback, analysis of client feedback and evaluation.