

## Curriculum overview:

- E-SAFETY
- WEBSITE & MOBILE APPS CREATION - USE OF OPEN MIND, PRODUCT DESIGN USING APP INVENTOR AND PROBLEM VIDEO AND STORYBOARD CLIP
- INTRODUCTION TO SIMPLE DATABASES
- RESEARCH AND GATHERING INFORMATION FROM A VARIETY OF SOURCES
- CREATING A COMPLEX SPREADSHEET MODEL BASED ON A PRE DETERMINED SCENARIO
- CREATION OF DIGITAL ADVERTS AND RECOMMENDATIONS ON PRESENTATION SOFTWARE
- REVIEW AND FEEDBACK OF ALL THE DIGITAL PRODUCTS
- EVALUATING THE PROJECT SUCCESS

## Homework & assessments overview:

**CONTROLLED ASSESSMENT BRIEF** is worth 60% of the final GCSE grade. Skills and knowledge is assessed using the above criteria. Students will complete the CAB in the first year of taking the course. Exam worth 40% will be taken at the end of the course.

**Homework** will be given after each lesson. The time students should spend on the homework is a minimum of 1.5 Hour.

## Useful websites:

- MIT App Inventor – Advanced App Creator  
[appinventor.mit.edu/](http://appinventor.mit.edu/)
- App Shed – Free resource to create mobile phone apps at home.  
<http://appshed.com/>
- Teach ICT and  
[www.teach-ict.com](http://www.teach-ict.com)
- Edexcel for details on CAB  
[http://www.edexcel.com/quals/gcse/gcse10/ict/unit\\_2/Pages/default.aspx](http://www.edexcel.com/quals/gcse/gcse10/ict/unit_2/Pages/default.aspx)

Visit websites such as CEOP and stay up to date with the E-Safety threats that face children. The website is split into age relevant sections and is an official government site.

## Practical tips / activities for parents to support learning at home:

Ask to see what work students have completed as they should be receiving constant feedback on the digital products created from peers and adults. This will allow the student to make changes to the products created after feedback and achieving a higher grade.