STOKE DAMEREL

Aspire | Achieve | Thrive

Autumn Term
Term 1
Digital IT
Year 10

Name: _____

Tutor: _____

GREENSHAW
LEARNING TRUST

Year 10 Homework Timetable

Monday	English Task 1	Ebacc Option A Task 1	Option C Task 1
Tuesday	Option B Task 1	Modern Britain Task 1	Science Task 1
Wednesday	Sparx Maths	Option C Task 2	Sparx Science
Thursday	Ebacc Option A Task 2	Sparx Catch Up	Option B Task 2
Friday	Modern Britain Task 2	Science Task 2	English Task 2

Sparx Science
• **Complete 100% of their assigned homework each week**

Sparx Maths
• **Complete 100% of their assigned homework each week**

Option A (EBACC)
Computer Science
French
Geography
History

Option B
Business Studies
Hospitality and Catering
Drama
Music
Geography
Health and Social Care
ICT
Media Studies
Music
Sport
Travel and Tourism

Option C
Art
Business Studies
Hospitality and Catering
Child Development
Computer Science
Drama
Photography
Science (Triple)
Sport

Half Term 1 (8 weeks) - Year 10		
Week / Date	**Homework task 1** **Cornell Notes**	**Homework task 2** **Exam Question**
Week 1 2nd September 2024	**Cornell Notes on:** Introduction to User Interfaces Further User Interfaces	**Revision Cards on:** Introduction to User Interfaces Further User Interfaces
Week 2 9th September 2024	**Cornell Notes on:** Range or Uses and Devices Factors Affecting the Choice of User Interface Hardware and Software Influences	**Revision Cards on:** Range or Uses and Devices Factors Affecting the Choice of User Interface Hardware and Software Influences
Week 3 16th September 2024	**Cornell Notes on:** Accessibility Needs Skill Level & Demographics	**Revision Cards on:** Accessibility Needs Skill Level & Demographics
Week 4 23rd September 2024	**Cornell Notes on:** Design Principles - Visual Elements Design Principles - Content & Layout	**Revision Cards on:** Design Principles - Visual Elements Design Principles - Content & Layout
Week 5 30th September 2024	**Cornell Notes on:** Design Principles - User Perception, Attention & Intuitive Design Efficient User Interfaces	**Revision Cards on:** Design Principles - User Perception, Attention & Intuitive Design Efficient User Interfaces
Week 6 7th October 2024	**Cornell Notes on:** Planning Tools Visual Planning Tools	**Revision Cards on:** Planning Tools Visual Planning Tools
Week 7 14th October 2024	**Cornell Notes on:** Methodologies	**Revision Cards on:** Methodologies
Week 8 21st October 2024	**Cornell Notes on:** Project Proposal Project Plan	**Revision Cards on:** Project Proposal Project Plan

Half Term 2 (7 weeks) - Year 10		
Week / Date	**Homework task 1** **Cornell Notes**	**Homework task 2** **Exam Question**
Week 9 4th November 2024	**Cornell Notes on:** Project Proposals	**Revision Cards on:** Project Proposals
Week 10 11th November 2024	**Cornell Notes on:** Designing User Interfaces	**Revision Cards on:** Designing User Interfaces
Week 11 18th November 2024	**Cornell Notes on:** Designing User Interfaces	**Revision Cards on:** Designing User Interfaces
Week 12 25th November 2024	**Cornell Notes on:** Prototypes	**Revision Cards on:** Prototypes
Week 13 2nd December 2024	**Cornell Notes on:** Prototypes	**Revision Cards on:** Prototypes
Week 14 9th December 2024	**Cornell Notes on:** Project Review	**Revision Cards on:** Project Review
Week 15 16th December 2024	**Cornell Notes on:** Project Review	**Revision Cards on:** Project Review

STEP 2: CREATE CUES

What: Reduce your notes to just the essentials.

What: Immediately after class, discussion, or reading session.

How:
- Jot down key ideas, important words and phrases
- Create questions that might appear on an exam
- Reducing your notes to the most important ideas and concepts improves recall. Creating questions that may appear on an exam gets you thinking about how the information might be applied and improves your performance on the exam.

Why: Spend at least ten minutes every week reviewing all of your previous notes. Reflect on the material and ask yourself questions based on what you've recorded in the Cue area. Cover the note-taking area with a piece of paper. Can you answer them?

STEP 1: RECORD YOUR NOTES

What: Record all keywords, ideas, important dates, people, places, diagrams
and formulas from the lesson. Create a new page for each topic discussed.

When: During class lecture, discussion, or reading session.

How:
- Use bullet points, abbreviated phrases, and pictures
- Avoid full sentences and paragraphs
- Leave space between points to add more information later

Why: Important ideas must be recorded in a way that is meaningful to you.

STEP 3: SUMMARISE & REVIEW

What: Summarise the main ideas from the lesson.
What: At the end of the class lecture, discussion, or reading session.
How: In complete sentences, write down the conclusions that can be made from the information in your notes.
Why: Summarising the information after it's learned improves long-term retention.

WEEK 1: Cornell Notes (Homework task 1)

Date: 2nd September 2024	Introduction to User Interfaces Further User Interfaces

Links	**Notes**
Questions	

Summary

WEEK 1: Revision Cards (Homework task 2)

Date……………………………………………….

Revision Card on User Interfaces	Answers
1. What is a user interface? 2. What type of user interface uses text on a plain background? 3. What type of interface allows users to input voice commands? 4. What are the benefits of a text-based interface? 5. Which type of user interface is most easily used by individuals with a visual impairment? 6. What type of device ONLY uses a speech interface?	

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Revision Card on Further User Interfaces	Answers
1. What type of user interface automatically performs actions based on physical readings from the environment? 2. What does WIMP stand for? 3. What are the benefits of a graphical user interface? 4. What type of user interface would be best for self-service tills? 5. What are the disadvantages of a menu interface? 6. What are the benefits of a sensor interface?	

WEEK 2: Cornell Notes (Homework task 1)

Date: 9th September 2024	Range of Uses and Devices Factors Affecting the Choice of User Interface Hardware and Software Influences

Links	Notes
Questions	

Summary

WEEK 2: Revision Cards (Homework task 2)

Date……………………………………………….

Revision Card on Range of Uses and Devices	Answers
1. What type of interface would you most commonly see on a desktop computer? 2. Why is a text-based interface a poor option for a tablet or smartphone? 3. What type of interface is most commonly used on game consoles? 4. What type of interface is commonly used to select different settings on domestic appliances like washing machines? 5. What type of interface is most commonly used with devices like security lights? 6. What type of interface will be used on a central heating system?	

Revision Card on Factors Affecting the Choice of User Interface	Answers
1. What is meant by 'ease of use'? 2. What type of interface is most suitable for users with visual impairments? 3. Why might an interface have a slow response time? 4. What is meant by 'user requirements'? 5. What is meant by 'performance'? 6. How can storage space affect the choice of a user interface?	

Revision Card on Hardware and Software Influences	Answers
1. What type of user interface do most operating systems use? 2. What effects can screen size have on user interfaces? 3. What type of interface will use voice inputs? 4. What type of interface will typically require the most processing power and memory? 5. Why do domestic appliances use simple menu interfaces?	

WEEK 3: Cornell Notes (Homework task 1)

Date: 16th September 2024	Accessibility Needs Skill Level & Demographics

Links	**Notes**
Questions	

Summary

WEEK 3: Revision Cards (Homework task 2)

Date…………………………………………….

Revision Card on Accessibility Needs	Answers
1. What are motor needs? 2. How can you adapt a user interface to better support motor needs? 3. What are visual needs? 4. How can you adapt a graphical user interface to better support visual needs? 5. Which type of user interface is not suitable for those with hearing needs? 6. What are cognitive needs? 7. How can you adapt a graphical user interface to better support cognitive needs?	

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Revision Card on Skill Level & Demographics	Answers
1. What are the characteristics of a novice user? 2. What are the characteristics of a regular user? 3. What are the characteristics of an expert user? 4. What is the fourth type of user? (not mentioned in question 1-3) 5. What type of interface is typically only suitable for experts? 6. How can you adapt an interface for different beliefs?	

WEEK 4: Cornell Notes (Homework task 1)

Date: 23rd September 2024	Design Principles - Visual Elements
	Design Principles - Content & Layout

Links

Questions

Notes

Summary

WEEK 4: Revision Cards (Homework task 2)

Date……………………………………….

Revision Card on Design Principles - Visual Elements	Answers
1. What is the maximum number of colours we would typically use in a design? 2. What is the term used to describe the formatting a business typically uses in any of its designs? 3. What is meant by complementary colours? 4. What is the difference between serif and sans serif fonts? 5. When might it be appropriate to use a serif font in a user interface? 6. Why should you not use clashing colours in a user interface?	

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Revision Card on Design Principles - Content & Layout	Answers
1. What is whitespace? 2. Why is it important to include whitespace in a user interface? 3. Why is consistent positioning of items in an interface important? 4. What do we mean by the "principle of proximity"? 5. Give 3 examples of input controls 6. What are "Breadcrumbs" in a user interface?	

WEEK 5: Cornell Notes (Homework task 1)

Date: 30th September 2024	Design Principles - User Perception, Attention & Intuitive Design Efficient User Interfaces

Links	Notes

Questions

Summary

WEEK 5: Revision Cards (Homework task 2)

Date………………………………………….

Revision Card on Design Principles - User Perception, Attention & Intuitive Design	Answers
1. Give 3 examples of 'positive' design aspects (colours, sounds, icons)? 2. Give 2 examples of techniques used to retain user attention? 3. What is meant by default values? 4. What is meant by autofill? 5. Give 2 examples of techniques for making an interface more intuitive? 6. Why should you allow users to easily undo actions?	

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Revision Card on Efficient User Interfaces	Answers
1. What are keyboard shortcuts? 2. Why is informative feedback important when an action fails? 3. Why do reversal of actions make an interface more efficient? 4. What do we mean by the term "Visual Hierarchy"? 5. Which factors can affect how easily we notice an interface object? 6. How does positioning objects near each other make an interface more efficient?	

WEEK 6: Cornell Notes (Homework task 1)

Date: 7th October 2024	Planning Tools Visual Planning Tools

Links	**Notes**
Questions	

Summary

WEEK 6: Revision Cards (Homework task 2)

Date……………………………………………….

Revision Card on Planning Tools	Answers
1. What are the benefits of task lists? 2. What are subtasks? 3. Give 2 examples of planning tools that can be used for graphical descriptions of a project? 4. What is a Gantt chart? 5. What are dependencies? 6. What is contingency time?	

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Revision Card on Visual Planning Tools	Answers
1. What is a mood board? 2. What is a mindmap? 3. What types of media would you typically see in a mood board? 4. What are mindmaps used for? 5. What are the benefits of using a moodboard? 6. What are the benefits of using a mindmap?	

WEEK 7: Cornell Notes (Homework task 1)

Date: 14th October 2024	Methodologies

Links	**Notes**
Questions	

Summary

WEEK 7: Revision Cards (Homework task 2)

Date……………………………………………….

Revision Card on Methodologies	Answers
1. What are the 2 characteristics of the waterfall model? 2. What are the five stages of the waterfall model in order? 3. What are the characteristics of an agile model? 4. In an Agile methodology, what do we call the short incremental development stages? 5. What are dependencies? 6. What do we call the team leader in a Scrum development team? 7. In the Scrum methodology, what do we call the complete list of all requirements for a product being developed? 8. How often do we hold Scrum meetings during a sprint? 9. What methodology would be better suited to projects where your client would not be regularly available? 10. What methodology would be better suited for projects where the requirements are not very well understood? 11. What methodology is typically better suited to large projects?	

WEEK 8: Cornell Notes (Homework task 1)

Date: 21st October 2024	Project Proposal Project Plan

Links	**Notes**

Questions

Summary

WEEK 8: Revision Cards (Homework task 2)

Date…………………………………………….

Revision Card on Project Proposal	Answers
1. What is meant by the 'purpose' of a user interface? 2. What is meant by the 'audience' of a user interface? 3. What does the phrase 'project requirements' mean? 4. What does the phrase 'user accessibility requirements' mean? 5. What are project constraints? 6. Give 2 examples of potential project constraints for developing a user interface?	
Revision Card on Project Plan 7. What are timescales and why are they important? 8. What are task deadlines and why are they important? 9. What are key milestones and why are they important? 10. What are subtasks? 11. Why is it important to identify subtasks? 12. What is meant by 'task dependencies'?	**Answers**

WEEK 9: Cornell Notes (Homework task 1)

Date: 4th November 2024	Project Proposals

Links	**Notes**
Questions	

Summary

WEEK 9: Revision Cards (Homework task 2)

Date…………………………………………….

Revision Card on Project Proposals	Answers
1. What topics are covered in the project proposal? 2. What are the three types of project requirements? 3. What do we mean by "haptic" output? 4. Give an example of a user requirement 5. What are the 5 types of user needs that can impact accessibility requirements? 6. What are project constraints? 7. What are the 4 types of constraints we need to consider? 8. Give 2 examples of resource constraints 9. Give 2 examples of security constraints	

WEEK 10: Cornell Notes (Homework task 1)

Date: 11th November 2024	Designing User Interfaces

Links	**Notes**
Questions	

Summary

WEEK 10: Revision Cards (Homework task 2)

Date……………………………………………….

Revision Card on Designing User Interfaces	Answers
1. What project requirements does your design specification need to implement? 2. Should you consider accessibility requirements at the design stage? 3. How does providing easy-to-use help features in our design improve our user interface? 4. What techniques could you use to increase user attention? 5. What are the 3 visualisation tools used in the design specification? 6. What are the differences between screen sketches and storyboards 7. What needs to be included in screen sketches? 8. Give 2 examples of things that need to be included in software requirements 9. Give 2 examples of things that need to be included in hardware requirements	

WEEK 11: Cornell Notes (Homework task 1)

Date: 18th November 2024	Designing User Interfaces

Links	**Notes**
 Questions	

Summary

WEEK 11: Revision Cards (Homework task 2)

Date………………………………………….

Revision Card on Designing User Interfaces	Answers
1. What project requirements does your design specification need to implement? 2. Should you consider accessibility requirements at the design stage? 3. How does providing easy-to-use help features in our design improve our user interface? 4. What techniques could you use to increase user attention? 5. What are the 3 visualisation tools used in the design specification? 6. What are the differences between screen sketches and storyboards 7. What needs to be included in screen sketches? 8. Give 2 examples of things that need to be included in software requirements 9. Give 2 examples of things that need to be included in hardware requirements	

WEEK 12: Cornell Notes (Homework task 1)

Date: 25th November 2024	Prototypes

Links	**Notes**
Questions	

Summary

WEEK 12: Revision Cards (Homework task 2)

Date………………………………………….

Revision Card on Prototypes	Answers
1. Give 2 rules you should follow when choosing your colour scheme 2. What are analogous colours? 3. Give 2 rules you should follow when choosing your fonts? 4. Why should you not use decorative serif fonts in your interface? 5. You are developing an app that is designed to be used by young children so they can play their favourite nursery rhymes.How might you adapt the language for this audience? 6. What is meant by consideration of 'amount of information'? 7. Give 2 examples of rules you should follow when choosing the amount of information to provide?	

WEEK 13: Cornell Notes (Homework task 1)

Date: 2nd December 2024	Prototypes

Links	**Notes**
Questions	

Summary

WEEK 13: Revision Cards (Homework task 2)

Date…………………………………………….

Revision Card on Prototypes	Answers
1. Give 2 ways to demonstrate good use of layout? 2. Give 2 examples of input controls used in user interfaces? 3. What is meant by 'user perception'? 4. Give 2 examples of ways we can make use of user perception in our user interface? 5. What is meant by 'user attention'? 6. Give 2 examples of techniques to retain user attention? 7. What is 'tip-text'? 8. What is the difference between autofill and default values? 9. What is meant by 'intuitive design'? 10. Give 2 examples of ways to demonstrate good intuitive design?	

WEEK 14: Cornell Notes (Homework task 1)

Date: 9th December 2024	Project Review

Links	**Notes**
Questions	

Summary

WEEK 14: Revision Cards (Homework task 2)

Date……………………………………………….

Revision Card on Reviews	Answers
1. What three types of project requirements are there? 2. Which of the following do you need to review the strengths and weaknesses of? 3. What is meant by the 'audience suitability of the user interface'? 4. List the 8 design principles that need to be included in the review 5. What 3 things need to be included in your review when discussing your work?	

WEEK 15: Cornell Notes (Homework task 1)

Date: 16th December 2024	Project Review

Links	**Notes**
Questions	

Summary

WEEK 15: Revision Cards (Homework task 2)

Date………………………………………….

Revision Card on Reviews	Answers
1. What three types of project requirements are there? 2. Which of the following do you need to review the strengths and weaknesses of? 3. What is meant by the 'audience suitability of the user interface'? 4. List the 8 design principles that need to be included in the review 5. What 3 things need to be included in your review when discussing your work?	

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Develop your character

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