



Be World Class

Autumn Term

Term 1

IT

Year 10

Name: _____

Tutor: _____

Year 10 Homework Timetable

Monday	English Exam Question	English Sparx	Maths Sparx
Tuesday	Option A Exam Question	Science Carousel	Science Sparx
Wednesday	Option B Exam Question	Option A Carousel	Maths Sparx
Thursday	Option C Exam Question	Option B Carousel	Science Sparx
Friday	Science Exam Question	Option C Carousel	Catch Up Sparx

Sparx Science

- Complete 100% of their assigned homework each week

Sparx Maths

- Complete 100% of their assigned homework each week

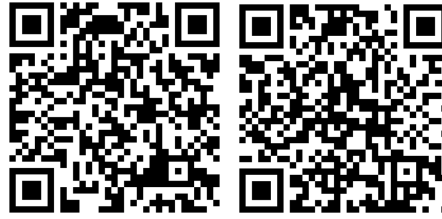
Option A (EBACC)	Option B	Option C
Computer Science	Business Studies	Art
Languages	Hospitality and Catering	Business Studies
Geography	Drama	Hospitality and Catering
History	Music	Computer Science
	Geography	Drama
	Health and Social Care	Photography
	ICT	Science (Triple)
	Media Studies	Sport
	Music	
	Religious Studies	
	Sport	
	Travel and Tourism	

Half Term 1 (7 weeks) - Year 10

Week / Date	Homework task 1 Revision Cards
Week 1 7th September 2026	Revision Cards on: Introduction to User Interfaces Further User Interfaces
Week 2 14th September 2026	Revision Cards on: Range of Uses and Devices Factors Affecting the Choice of User Interface Hardware and Software Influences
Week 3 21st September 2026	Revision Cards on: Accessibility Needs Skill Level & Demographics
Week 4 28th September 2026	Revision Cards on: Design Principles - Visual Elements Design Principles - Content & Layout
Week 5 5th October 2026	Revision Cards on: Design Principles - User Perception, Attention & Intuitive Design Efficient User Interfaces
Week 6 12th October 2026	Revision Cards on: Planning Tools Visual Planning Tools
Week 7 19th October 2026	Revision Cards on: Methodologies

Half Term 2 (6 weeks) - Year 10	
Week / Date	Homework task 1 Revision Cards
Week 8 9th November 2026	Revision Cards on: Project Proposals
Week 9 16th November 2026	Revision Cards on: Designing User Interfaces
Week 10 23rd November 2026	Revision Cards on: Designing User Interfaces
Week 11 30th November 2026	Revision Cards on: Prototypes
Week 12 7th December 2026	Revision Cards on: Prototypes
Week 13 14th December 2026	Revision Cards on: Project Review

WEEK 1: Revision Cards



Revision Card on User Interfaces

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?

Answers

Revision Card on Further User Interfaces

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?

Answers

WEEK 2: Revision Cards



Revision Card on Range of Uses and Devices

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?

Answers

Revision Card on Factors Affecting the Choice of User Interface

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'?

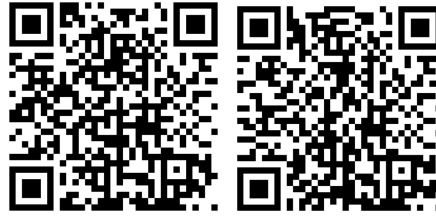
Answers

Revision Card on Hardware and Software Influences

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?

Answers

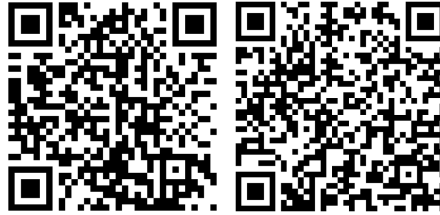
WEEK 3: Revision Cards



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?	

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: Revision Cards



Revision Card on Design Principles - Visual Elements

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?

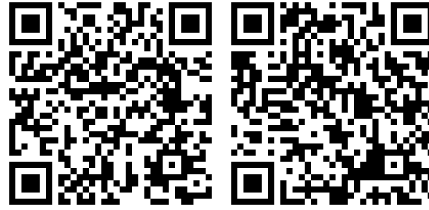
Answers

Revision Card on Design Principles - Content & Layout

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?

Answers

WEEK 5: Revision Cards



Revision Card on Design Principles - User Perception, Attention & Intuitive Design

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?

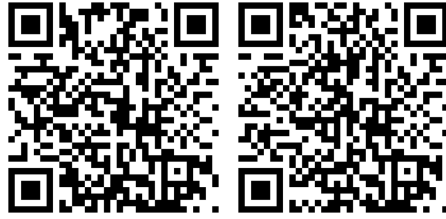
Answers

Revision Card on Efficient User Interfaces

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?

Answers

WEEK 6: Revision Cards



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:Revision Cards



Revision Card on Methodologies

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?

Answers

WEEK 8: Revision Cards



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 9: Revision Cards



Revision Card on Designing User Interfaces

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

Answers

WEEK 10: Revision Cards



Revision Card on Designing User Interfaces

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

Answers

WEEK 11: Revision Cards



Revision Card on Prototypes

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?

Answers

WEEK 12: Revision Cards



Revision Card on Prototypes

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?

Answers

WEEK 13: Revision Cards



Revision Card on Reviews

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?

Answers

