STOKE DAMEREL

Aspire | Achieve | Thrive

Spring Term
Term 2

Digital ICT

Year 10

Name: _____

Tutor: _____

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)
French
Geography
History

Option B
Art
Business Studies
Catering
Music
Sport
IT
Childcare
Triple Science
Travel and Tourism

Option C
Business Studies
Catering
Drama
Health & Social Care
Sport
Computer Science
Media
Photography
Sociology

Half Term 3 (5 weeks) - Year 10		
Week / Date	**Homework task 1 Cornell Notes**	**Homework task 2 Revision Cards**
Week 1 8th January 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 2 15th January 2024	**Cornell Notes on:** Accessibility Needs Skill Level & Demographics	**Revision Cards on:** Accessibility Needs Skill Level & Demographics
Week 3 22nd January 2024	**Cornell Notes on:** Design Principles - Visual Elements Design Principles - Content & Layout	**Revision Cards on:** Design Principles - Visual Elements Design Principles - Content & Layout
Week 4 29th January 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 5 5th February 2024	**Cornell Notes on:** Planning Tools Visual Planning Tools	**Revision Cards on:** Planning Tools Visual Planning Tools

Half Term 4 (6 weeks) - Year 10		
Week / Date	**Homework task 1** **Cornell Notes**	**Homework task 2** **Revision Cards**
Week 6 19th February 2024	**Cornell Notes on:** Methodologies	**Revision Cards on:** Methodologies
Week 7 26th February 2024	**Cornell Notes on:** Project Proposal	**Revision Cards on:** Project Proposal
Week 8 4th March 2024	**Cornell Notes on:** Project Plan	**Revision Cards on:** Project Plan
Week 9 11th March 2024	**Cornell Notes on:** Designing User Interfaces	**Revision Cards on:** Designing User Interfaces
Week 10 18th March 2024	**Cornell Notes on:** Prototypes	**Revision Cards on:** Prototypes
Week 11 25th March 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 08 / 01 / 24	**Topic:** Range of Uses and Devices, Factors Affecting the Choice of User Interface, Hardware and Software Influences	Revision guide page:

links	Notes

Questions

Summary

WEEK 2: Cornell Notes (Homework task 1)

Date 15 / 01 / 24	**Topic:** Accessibility Needs Skill Level & Demographics	Revision guide page:

links

Questions

Notes

Summary

WEEK 3: Cornell Notes (Homework task 1)

Date 22 / 01 / 24	**Topic:** Design Principles - Visual Elements Design Principles - Content & Layout	Revision guide page:

links

Questions

Notes

Summary

WEEK 4: Cornell Notes (Homework task 1)

Date 29 / 01 / 24	**Topic:** Design Principles - User Perception, Attention & Intuitive Design Efficient User Interfaces	Revision guide page:

links	Notes

Questions

Summary

WEEK 5: Cornell Notes (Homework task 1)

Date 05 / 02 / 24	**Topic:** Planning Tools Visual Planning Tools	Revision guide page:

links	Notes
Questions	

Summary

WEEK 6: Cornell Notes (Homework task 1)

Date 19 / 02 / 24	Topic: Methodologies	Revision guide page:

links	Notes
Questions	

Summary

WEEK 7: Cornell Notes (Homework task 1)

Date 26 / 02 / 24	**Topic:** Project Proposal	Revision guide page:

links	**Notes**
Questions	

Summary

WEEK 8: Cornell Notes (Homework task 1)

Date 04 / 03 / 24	**Topic:** Project Plan	Revision guide page:

links	Notes
Questions	

Summary

WEEK 9: Cornell Notes (Homework task 1)

Date 11 / 03 / 24	Topic: Designing User Interfaces	Revision guide page:

links	Notes
Questions	

Summary

WEEK 10: Cornell Notes (Homework task 1)

Date 18 / 03 / 24	Topic: Prototypes	Revision guide page:

links	Notes
links **Questions**	

Summary

WEEK 11: Cornell Notes (Homework task 1)

Date 25 / 03 / 24	Topic: Project Review	Revision guide page:

links	Notes
 Questions	

Summary

Week 1

Revision Card on Range of Uses and Devices, Factors Affecting the Choice of User Interface, Hardware and Software Influences	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 is meant by 'ease of use'? 5. What is meant by 'user requirements'? 6. What is meant by 'performance'? 7. What type of user interface do most operating systems use? 8. What type of interface will typically require the most processing power and memory?	

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Week 2

Revision Card on Accessibility Needs and Skill Level & Demographics	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. What are the characteristics of a novice user? 8. What are the characteristics of a regular user? 9. What are the characteristics of an expert user?	

Week 3

Revision Card on Design Principles - Visual Elements and Content & Layout	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. What is whitespace? 6. Why is it important to include whitespace in a user interface? 7. Why is consistent positioning of items in an interface important? 8. What are "Breadcrumbs" in a user interface?	

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Week 4

Revision Card on Design Principles - User Perception, Attention & Intuitive Design and Efficient User Interfaces	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. What are keyboard shortcuts? 6. Why is informative feedback important when an action fails? 7. Why do reversal of actions make an interface more efficient? 8. What do we mean by the term "Visual Hierarchy"?	

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Week 5

Revision Card on Planning Tools and Visual Planning Tools	Answers
1. What are the benefits of task lists? 2. What are subtasks? 3. What is a Gantt chart? 4. What are dependencies? 5. What is contingency time? 6. What is a mood board? 7. What is a mindmap?	

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Week 6

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 methodology would be better suited to projects where your client would not be regularly available? 6. What methodology would be better suited for projects where the requirements are not very well understood? 7. What methodology is typically better suited to large projects?	

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Week 7

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?	

Week 8

Revision Card on Project Plan	Answers
1. What are timescales and why are they important? 2. What are task deadlines and why are they important? 3. What are key milestones and why are they important? 4. What are subtasks? 5. Why is it important to identify subtasks? 6. What is meant by 'task dependencies'?	

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Week 9

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 10

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?	

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Week 11

Revision Card on Project Review	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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