



Cycle 2

IT

Year 10

Name: _____

Tutor: _____

Year 10 Homework Timetable

Monday	Bedrock Learning	Ebacc Option D	Option C	Modern Britain
Tuesday	English	Tassomai	Option B	Art Option A
Wednesday	Hegarty	Science	Modern Britain	Option C
Thursday	Ebacc Option D	Tassomai	Bedrock Learning	Option B
Friday	Hegarty	Science	English	

Tassomai - 50 questions per week

Hegarty - 4 tasks of Hegarty per week

Block A	Block B	Block C	Block D
Art	Business Studies	Art	French
Dance	Child Development	Business Studies	Geography
Drama	Catering	Geography	History
Media Studies	Computer Science	Health & Social Care	
Music	Drama	History	
Photography	Health & Social Care	Catering	
	IT	Photography	
	Media Studies	Sport	
	Sociology	Travel & Tourism	
	Sport		

Year 10 IT
Cycle 2

Week Number	Homework Task	Exam Question
1 15th November	Cornell Notes <ul style="list-style-type: none"> Project Planning Methodologies Project Planning Tools 	<p>As Component 1 is a non-examined unit you are not expected to complete exam questions.</p> <p>However you should ensure that you have completed your Component 1B Coursework for Planning methodologies and planning tools</p>
2 22nd November	Revision Flashcards <ul style="list-style-type: none"> Pert and Gantt Charts SMART targets Audience and Purpose 	<p>Ensure that you have completed your Component 1B Coursework for Pert and Gantt Charts, SMART Targets and Audience and Purpose</p>
3 29th November	Cornell Notes <ul style="list-style-type: none"> Project Requirements Timescales Constraints Risks 	<p>Ensure that you have completed your Component 1B Coursework for Project Requirements, Timescales, Constraints and Risks</p>
4 6th December	Revision Flashcards <ul style="list-style-type: none"> Design Documentation 	<p>Ensure that you have completed your Component 1B Coursework for Design Documentation (sketches, storyboards, mind maps and moodboards)</p>
5 13th December	Cornell Notes <ul style="list-style-type: none"> Developing a User Interface Awareness of intended device Meeting the User Requirements The overall look and feel 	<p>Ensure that you have completed all classwork on Developing a User Interface</p>
6 3rd January	Revision Flashcards <ul style="list-style-type: none"> Developing a User Interface Inputs/Outputs Navigation methods Ease of use 	<p>Ensure that you have completed all classwork on Developing a User Interface</p>
7 and 8 10th January 17th January	Cornell Notes <ul style="list-style-type: none"> All topics 	
9 24th January	Plug the gaps <ul style="list-style-type: none"> All gaps in knowledge from Assessment. 	

Week 1: Project Management Methodologies and Project Planning Tools

Project Management Methodologies

Project Planning Methodologies	A guideline for managing a project through planning, design & implementation.
Waterfall Model	A process that follows distinct stages one after the other until the project is complete Once a stage is complete, we cannot return to it. It must be correct first time
Agile Model	The team will complete a process of planning, executing & evaluating repeatedly At the end of each complete process, the client feeds back to refine the system

Project Planning Tools

Task Lists	To make it manageable, a project needs to be broken down into a list of small tasks
Written descriptions	A task list can be too simple for many projects. We can expand on them with greater detail in written descriptions of the tasks.
Graphical descriptions	Graphical tools can be clearer, especially when sharing with non-technical users
Mind map	A diagram used to organise information & ideas around a central topic This can help identify tasks in a project or to create ideas for solutions
Mood Boards	A document that arranges media such as images, colours & text Helps to generate ideas for a project by identifying the feel of the project

Week 2: Planning Charts, SMART targets, Audience and Purpose

Gantt Chart	A grid showing the list of tasks that together show the length of time to complete a project	
	Each task in the task list is assigned a length of time it will take to complete	
	We also identify the dependencies (what each tasks required to be completed before it can start)	
Pert Chart	A diagram that is very effective at explicitly showing the dependencies between tasks	
	The diagram identifies events (the completion of a task) as nodes	
	These nodes connect via lines that represent the tasks. The length of time for each task is also shown on the line	

SMART targets - A project requires goals that we can achieve to measure our success

S	Specific	objectives should be precisely described as to what result is desired
M	Measurable	objectives should have some quantifiable way to judge success in achieving the objective
A	Achievable	objectives should be possible given a reasonable amount of effort given the available skills
R	Realistic	objectives should be feasible given time scales and other constraints on the project
T	Timely	objectives should have some kind of time or date that it must be achieved by

Audience: Your plan should identify who the end users of your system are, so you can tailor your language, formatting & functionality to their needs

Purpose: The plan should also define the overall purpose of the system, to give you a good overall goal to work towards achieving throughout development

Week 3: Project Requirements, Timescales, Constraints and Risks

Project requirements

User Requirements	What the user expects the system to be able to do.
Input Requirements	The type of data/commands the system should be able to accept.
Output Requirements	The response provided to the user after performing a task.
Accessibility Requirements	Features required to support the individual needs of users.

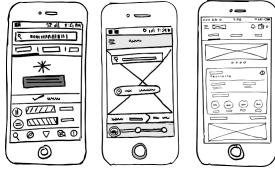


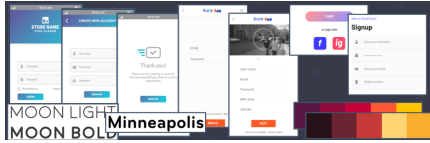
Timescales: Project plans must identify key deadlines.

Overall Timescales	When must the system be completed by?	Key Milestones	Specific goals in the project that are important in ensuring the project deadline is met.
Task Deadlines	Each individual task should have a timescale attached to monitor progress.	Resource Availability	We should identify at what time resources (e.g. employees) will be needed.

Constraints: The things that will limit our ability to achieve all our goals for the project. (Time, resources, task dependencies, security)

Risks: The things that could occur that might affect the success of the project. (Potential risks, Contingency planning)

Week 4: Design Documentation

Sketch	More detailed drawings of an interface.	
	Shows the layout/style of elements in the interface.	
Storyboard:	Show the process users follow to perform tasks.	
	Helps ensure the interface is intuitive to the end users.	
Mindmap:	A diagram used to organise information & ideas around a central topic.	
	This can help identify tasks in a project or to create ideas for solutions.	
Moodboard:	A document that arranges media such as images, colours & text	
	Helps to generate ideas for a project by identifying the feel of the project.	

Week 5: Developing an Interface

Factors involved in developing your interface

Awareness of intended device	Your developed interface should show awareness of the device intended to run the interface
	You should make the most of the available hardware & software
Meeting the user requirements	The success of your project is based on meeting the requirements. You should be able to show this.
	The user requirements are what the user expects the system to be able to do.
	Failing to meet a requirement can lead to the project not being signed off
	This would mean further development, extending deadlines & increasing costs
The overall look and feel	The interface should be consistent in styling & layout throughout the interface
	Colour schemes should reflect the house style, be accessible & be attractive
	Navigation should be clear so the user can access the information they need

Week 6: Developing a User Interface (You should also recap Week 3 this week)

Factors involved in developing your interface

Inputs and Outputs	Your project requirements defined the inputs and outputs expected for the interface
	You should provide inputs and outputs that best suit the data that will be entered
Navigation methods	Good navigation requires your nav menu to be in a consistent location
	Use existing standards, like the hamburger icon for a menu mobile interfaces
Ease of Use	Keep the interface as simple as possible & remove unnecessary elements
	Keep your layout & styling consistent across the interface, use clear labelling throughout and keep the number of actions required to perform a task to a minimum

Week 7 and 8: Preparing for Assessment

Self-quiz the knowledge covered in Weeks 1 - 6

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.

Questions	Notes

Summary

Date

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Topic

Questions	Notes

Summary

Questions	Notes

Summary

Date

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Revision Card on Pert and Gantt Charts, SMART Targets and Audience and Purpose	Answers
<ol style="list-style-type: none">1. What does a Gantt chart look like?2. What does a Pert chart look like?3. Give an advantage and disadvantage of a Gantt chart4. Give an advantage and disadvantage of a Pert chart5. What does SMART stand for?6. What is meant by audience?7. What is meant by purpose?	



Revision Card on Design Documentation	Answers
<ol style="list-style-type: none">1. What is a mindmap?2. What is a moodboard?3. What sort of things should be included in a moodboard?4. What is the purpose of a sketch?5. What is the purpose of a storyboard?6. How are sketches and storyboards different from each other?7. Why is it important to include annotations in your designs?	



Revision Card on Developing a User Interface	Answers
<ol style="list-style-type: none">1. What is meant by inputs?2. Why is it important to consider inputs when developing your interface3. What is meant by outputs?4. Why is it important to consider outputs when developing your interface5. Give 3 examples of standard icons that you should use in your interface6. Why is it important for your interface to match expected standards for icons?7. Give 3 ways you can make your interface easy to use	

