

Overview of units

Unit	Expectations	Computing PoS	Software/Apps	Hardware
<p>6.1 We are app planners Planning the creation of a mobile app</p>	<ul style="list-style-type: none"> • Develop an awareness of the capabilities of smartphones and tablets. • Understand geolocation, including GPS. • Identify interesting, solvable problems. • Evaluate competing products. • Pitch a proposal for a smartphone or tablet app. 	<ul style="list-style-type: none"> • Understand computer networks including the internet; how they can provide multiple services, such as the world wide web and the opportunities they offer for communication and collaboration. • Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. • Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. • Work with ... various forms of input and output. 	<p>Software: App Inventor/ TouchDevelop, Picasa Web, Google Drive Presentation or similar</p> <p>Apps: Codea, TouchDevelop</p>	<p>Computers and tablets or smartphones (can be done with a phone emulator)</p>
<p>6.2 We are project managers Developing project management skills</p>	<ul style="list-style-type: none"> • Scope a project to identify different components that must be successfully combined. • Identify their existing talents and plan how they can develop further knowledge and skills. • Identify the component tasks of a project and develop a timeline to track progress. • Identify the resources they'll need to accomplish a project. • Use web-based research skills to source tools, content and other resources. • Consider strategies to ensure the quality of a collaborative project. 	<ul style="list-style-type: none"> • Solve problems by decomposing them into smaller parts. • Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. • Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. • Be discerning in evaluating digital content. • Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. 	<p>Software: Google Apps for Education/ VLE/GitHub/Basecamp</p> <p>Apps: Web browser (Safari)</p>	<p>Laptop or desktop computers, internet access</p>
<p>6.3 We are market researchers Researching the app market</p>	<ul style="list-style-type: none"> • Create a set of good survey questions. • Analyse the data obtained from a survey. • Work collaboratively to plan questions. • Conduct an interview or focus group. • Analyse and interpret the information obtained from interviews or a focus group. • Present their research findings. 	<ul style="list-style-type: none"> • Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. • Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. 	<p>Software: Google Drive applications/ Microsoft Office, Microsoft Windows Movie Maker®</p> <p>Apps: Web browser, Keynote, iMovie</p>	<p>Laptop/desktop computers, internet access</p>

<p>6.4 We are interface designers Designing an interface for an app</p>	<ul style="list-style-type: none"> • Work collaboratively to design the app's interface. • Use wireframing tools to create a design prototype of their app. • Develop or source the individual interface components (media assets) they will use. • Address accessibility and inclusion issues. • Document their design decisions and the process they've followed. 	<ul style="list-style-type: none"> • Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. • Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. • Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. • Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. • Be discerning in evaluating digital content. • Recognise acceptable/unacceptable behaviour. 	<p>Software: Justinmind Prototyper/Pencil Project/Microsoft PowerPoint®</p> <p>Apps: SketchyPad or iMockups (pay-for apps)</p>	<p>Laptop/desktop/tablets</p>
<p>6.5 We are app developers Developing a simple mobile phone app</p>	<ul style="list-style-type: none"> • Become familiar with another programming toolkit or development platform. • Import existing media assets to their project. • Write down the algorithms for their app. • Program, debug and refine the code for their app. • Thoroughly test and evaluate their app. 	<ul style="list-style-type: none"> • Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. • Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. • Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. • Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. 	<p>Software: App Inventor/ TouchDevelop</p> <p>Apps: TouchDevelop/ Codea</p>	<p>Computers and tablets/ smartphones/ phone emulator</p>
<p>6.6 We are marketers Creating video and web copy for a mobile phone app</p>	<ul style="list-style-type: none"> • Consider key marketing messages, including identifying a unique selling point. • Develop a printed flyer or brochure incorporating text and images. • Further develop knowledge, skills and understanding in relation to creating a website. • Further develop skills relating to shooting and editing video. 	<ul style="list-style-type: none"> • Understand computer networks, including the internet; how they can provide multiple services, such as the world wide web, and the opportunities they offer for communication and collaboration. • Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. • Select, use and combine a variety of software (including internet services) ... to design and create ... content that accomplishes given goals, including collecting, analysing, evaluating and presenting ... information. • Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. 	<p>Software: Microsoft Publisher™, WordPress/Google Sites, Movie Maker® and other programs chosen by the pupils</p> <p>Apps: Pages, WordPress, iMovie and other apps chosen by the pupils</p>	<p>Laptops/ desktop computers, cameras</p>