

Year 12 BTEC IT Level 3

Autumn Term 1	Autumn Term 2	Spring term 1	Spring term 2	Summer term 1	Summer term 2
Approx: 7 Weeks	Approx: 7 weeks	Approx: 6 weeks	Approx: 6 weeks	Approx: 6 weeks	Approx: 7 weeks
<p>Unit 1: Information Technology Systems</p> <ul style="list-style-type: none"> - Digital devices in IT systems - Transmitting data - Operating online - Protecting data and information - Impact of IT systems - Issues <p>Unit 6: Website Development Understand the principles of website development</p> <p>Unit 11: Cyber Security and Incident Management EXAM UNIT AO1 Demonstrate knowledge and understanding of technical language, security threats, system vulnerabilities and security protection methods, and implications resulting from successful threats</p>	<p>Unit 1: Information Technology Systems Review of all topics and exam practice</p> <p>Unit 2: Exploring Current and Emerging Technologies Database development terminology, standards, concepts and processes to create a software product to meet a client brief</p> <p>Unit 6: Website Development Factors affecting website performance. Client requirements research.</p> <p>Unit 11: Cyber Security and Incident Management AO2 Apply knowledge and understanding of security threats, system vulnerabilities and security protection methods and implications to risk assess systems and select appropriate tools to secure them</p>	<p>Unit 1: Information Technology Systems Exam</p> <p>Unit 2: Creating Systems to Manage Information Analyse information about database problems and data from test results to optimise the performance of a database solution</p> <p>Unit 3: Using Social Media in Business Impact of social media on the ways in which businesses promote their products and services</p> <p>Unit 6: Website Development Design a website to meet client requirements</p> <p>Unit 11: Cyber Security and Incident Management AO3 Analyse forensic evidence data and information to identify security breaches and manage security incidents</p>	<p>Unit 1: Set Up and Configure Technology Systems Finalise coursework</p> <p>Unit 2: Creating Systems to Manage Information Develop a database solution to meet a client brief with appropriate justification</p> <p>Unit 3: Using Social Media in Business Develop a plan to use social media in a business to meet requirements</p> <p>Unit 6: Website Development Develop a website to meet client requirements</p> <p>Unit 11: Cyber Security and Incident Management AO5 Be able to plan a secure computer network and manage security incidents with appropriate justification</p>	<p>Unit 2: Creating Systems to Manage Information Exam</p> <p>Unit 3: Using Social Media in Business Implement the use of social media in a business.</p> <p>Unit 6: Website Development Develop a website to meet client requirements. Website review.</p> <p>Unit 11: Cyber Security and Incident Management Exam</p>	<p>Preparation for Year 13</p> <p>Unit 14: IT Service Delivery AO5 Be able to design an IT service delivery solution for an organisation with appropriate justification</p>

<p>Unit 14: IT Service Delivery EXAM UNIT AO1 Demonstrate knowledge and understanding of IT service-delivery related facts, terminology, standards, concepts and processes</p> <p>Unit 17: Digital 2D and 3D Graphics Investigate the purpose and characteristics of digital graphics that are an important part of visual communications</p> <p>Unit 20: Enterprise in IT Explore the nature of enterprise and entrepreneurship in an IT context</p>	<p>Unit 14: IT Service Delivery AO2 Information technologies and procedures to explore outcomes and find solutions to IT service delivery problems</p> <p>Unit 17: Digital 2D and 3D Graphics 2D and 3D graphics practice</p> <p>Unit 20: Enterprise in IT Develop a marketing plan for an IT product or service based on market research</p>	<p>AO4 protection methods and security documentation</p> <p>Unit 14: IT Service Delivery AO3 Analyse data and information; recognise patterns, correlations and connections</p> <p>Unit 17: Digital 2D and 3D Graphics Design 2D and 3D digital graphics products</p> <p>Unit 20: Enterprise in IT Develop a marketing plan for an IT product or service based on market research</p>	<p>Unit 14: IT Service Delivery AO3 Solve IT service delivery problems and predict outcomes</p> <p>Unit 17: Digital 2D and 3D Graphics Develop 2D and 3D digital graphics products to meet a client brief.</p> <p>Unit 20: Enterprise in IT Present a plan for a start-up IT enterprise using lean or traditional business principles</p>	<p>Unit 14: IT Service Delivery AO4 Evaluate technologies, procedures, outcomes and solutions to make reasoned judgements and make decisions about IT service delivery</p> <p>Unit 17: Digital 2D and 3D Graphics Develop 2D and 3D digital graphics products to meet a client brief.</p> <p>Unit 20: Enterprise in IT Present a plan for a start-up IT enterprise using lean or</p>	
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Year 13 BTEC IT Level 3

Autumn Term 1	Autumn Term 2	Spring term 1	Spring term 2	Summer term 1	Summer term 2
Approx: 7 Weeks	Approx: 7 weeks	Approx: 6 weeks	Approx: 6 weeks	Approx: 6 weeks	Approx: 7 weeks
<p>Unit 4: Programming Computational thinking skills and principles of computer programming</p> <p>Unit 5: Data Modelling Investigate data modelling and how it can be used in the decision-making process</p> <p>Unit 7: Mobile Apps Development Investigate mobile apps and mobile devices</p> <p>Unit 9: IT Project Management Investigate the principles and methodologies of IT project management</p> <p>Unit 21: Business Process Modelling Tools Investigate the processes that organisations use to support their activities</p>	<p>Unit 4: Design a software solution to meet client requirements</p> <p>Unit 5: Design a data model to meet client requirements</p> <p>Unit 7: Design a mobile app that utilises device functions</p> <p>Unit 9: Carry out a project initiation for an IT project</p> <p>Unit 21: Investigate the processes that organisations use to support their activities</p>	<p>Unit 4: Develop a software solution to meet client requirements.</p> <p>Unit 5: Develop a data model to meet client requirements.</p> <p>Unit 7: App Inventor Practice. Develop a mobile app that utilises device functions.</p> <p>Unit 9: Carry out the planning, execution, monitoring and controlling of an IT project</p> <p>Unit 21: Examine an organisation's business processes and activities to inform improvements</p>	<p>Unit 4: Develop a software solution to meet client requirements.</p> <p>Unit 5: Develop a data model to meet client requirements. Evaluation.</p> <p>Unit 7: Develop a mobile app that utilises device functions.</p> <p>Unit 9: Closure of a project by reflecting on the success of personal performance and the project outcome</p> <p>Unit 21: Develop a plan to improve an organisation's business processes and activities.</p>	<p>Unit 4: Programming Finalise assignment</p> <p>Unit 5: Data Modelling Finalise assignment</p> <p>Unit 7: Mobile Apps Development Evaluation. Finalise assignment</p> <p>Unit 9: IT Project Management Finalise assignment</p> <p>Unit 21: Finalise assignment</p>	<p>Study Leave</p>