

Subject Curriculum Overview for Academic Year 2022/2023

Subject: ICT		Subject Leader: L Kenvyn	Year Group: 13	AUTUMN TERM
Topic	Key Learning Points		Key Vocabulary	Assessments
Global Information	<ul style="list-style-type: none"> • Understand where information is held globally and how it is transmitted • Understand the styles, classification and the management of global information • Understand the use of global information and the benefits to individuals and organisations • Understand the legal and regulatory framework governing the storage and use of global information • Understand the process flow of information • Understand the principles of information security 		Data Information Global Personal Public Process Framework	Within each topic there are units, at the end of each unit of study there will be a formal assessment using past paper questions, conducted under exam conditions.
Cyber Security	<ul style="list-style-type: none"> • Understand what is meant by cyber security • Understand the issues surrounding cyber security • Understand measures used to protect against cyber security incidents • Understand how to manage cyber security incidents. • The types of cyber security incidents • Explain the types of attackers and their motives • Identify targets of Cyber security attacks, and preventative measures to protect them • Explain how to respond to a cyber security incident, and the legislation behind it. 		Biometric State Ethical Hacktivist Cyber-criminal Insider Script kiddie Vulnerability broker Scammers Phishers Cyber-terrorists Confidentiality Integrity	

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Topic	Key Learning Points		Key Vocabulary	Assessments
<p>Virtual and Augmented Reality</p>	<ul style="list-style-type: none"> • Describe the uses of virtual and augmented reality by organisations • Explain the impact that an identified virtual reality resource has had on society • Assess the impact that an identified augmented reality resource has had on society • Production of design specification for a virtual reality resource for an identified purpose • Production of design specification for an augmented reality resource for an identified purpose • Develop a virtual reality or an augmented reality resource for an identified purpose • Evaluate the development stages during the creation of the resource 		<p>VR AR Mixed reality Design specification Target market Resources Evaluation</p>	<p>Coursework units are marked on submission of the project as a whole. Informal feedback is given as each section is being completed by the class teachers. The projects are broken down into tasks that each have their own submissions to make the progress of the work easier to track.</p>
<p>Social media and digital marketing</p>	<ul style="list-style-type: none"> • Outline the tools available for digital marketing • Explain the stages of the digital marketing life cycle • Assess the impact of digital marketing on an identified product • Describe how social media may be used to gather data • Explain how data is used as part of social media digital marketing campaigns • Describe the legal and ethical restrictions on the use of social media as part of digital marketing campaigns • Outline social media channels to be used in a digital marketing campaign • Describe the target audience for the identified social media channels • Plan the social media content of the digital marketing campaign to meet identified business objectives • Justify the use of identified social media channels in digital marketing campaigns 		<p>Social media Marketing Target market Ethical Legal Channels</p>	

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Topic	Key Learning Points	Key Vocabulary	Assessments	
Virtual and Augmented Reality	<ul style="list-style-type: none"> • Describe the uses of virtual and augmented reality by organisations • Explain the impact that an identified virtual reality resource has had on society • Assess the impact that an identified augmented reality resource has had on society • Production of design specification for a virtual reality resource for an identified purpose • Production of design specification for an augmented reality resource for an identified purpose • Develop a virtual reality or an augmented reality resource for an identified purpose • Evaluate the development stages during the creation of the resource 	VR AR Mixed reality Design specification Target market Resources Evaluation	Coursework units are marked on submission of the project as a whole. Informal feedback is given as each section is being completed by the class teachers. The projects are broken down into tasks that each have their own submissions to make the progress of the work easier to track.	
Social media and digital marketing	<ul style="list-style-type: none"> • Outline the tools available for digital marketing • Explain the stages of the digital marketing life cycle • Assess the impact of digital marketing on an identified product • Describe how social media may be used to gather data • Explain how data is used as part of social media digital marketing campaigns • Describe the legal and ethical restrictions on the use of social media as part of digital marketing campaigns • Outline social media channels to be used in a digital marketing campaign • Describe the target audience for the identified social media channels • Plan the social media content of the digital marketing campaign to meet identified business objectives • Justify the use of identified social media channels in digital marketing campaigns 	Social media Marketing Target market Ethical Legal Channels		

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How parents can support learning in the subject this academic year

Encourage students to make use of their free time, making sure they are staying on top of their coursework submissions. For so many students this can be the first subject that they take where coursework is a major element of the course, and they can start to neglect it as they are unfamiliar with having to manage working on large written elements.

Recommended Reading

- Unit 2 - Global Information - <https://www.csnewbs.com/ctech-unit-2-globalinformation>
- My Revision Notes: Cambridge Technicals Level 3 IT ISBN-10: 1510442316
- Unit 3 Specification - <https://www.ocr.org.uk/Images/267352-cyber-security.pdf>
- Unit 2 Specification - <https://www.ocr.org.uk/Images/267351-global-information.pdf>
- Unit 5 Specification - <https://www.ocr.org.uk/Images/267354-virtual-and-augmented-reality.pdf>
- Unit 13 Specification - <https://www.ocr.org.uk/Images/267364-social-media-and-digital-marketing.pdf>

Points to note

This year students will undertake their Unit 2 Global information and Unit 3 Cyber Security exams in January, with a resit opportunity in the summer term. Students will undertake two coursework units this year, VR & Social media, finishing off the final elements from Y12 and making any revisions necessary.