

Week	Unit Name	Learning Objectives	Resources	Assessment
1-2	Component 1A: User Interface	Introduction to user interfaces: hardware features, software features and human facilitation and example uses	<a href="#">Edexcel BTEC DIT</a>	Weekly Coursework
		Basic user interface: text-based and menu-based		
3-4	Component 1A: User Interface	Complex user interfaces: speech/natural language-based, GUI/WIMPs and sensor-based		
		Choosing a user interface: performance/response time, ease of use, user requirements, user experience, accessibility and storage space		
5-6	Component 1A: User Interface	How hardware and software affects user interfaces: operating systems/platforms, screen type/size, types of user input, hardware resources available and emerging technologies		
		User accessibility needs: visual, hearing, speech, motor and cognitive needs		
7-8	Component 1A: User Interface	User skills: expert, regular, occasional and novice user skills and demographics: age, beliefs/values, culture and past experiences		
		Design principles: visual elements: colour and font style/size		

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1-2	Component 1A: User Interface	Design principles: text elements: language and amount of information	<a href="#">Edexcel BTEC DIT</a>	Weekly Coursework
		Design principles: layout: consistency, placement of items, user expectations, grouping related items, navigational components and input controls		
3-4	Component 1A: User Interface	Design principles: user expectations: colour, sound, symbols, visuals		
		Design principles: keeping the user engaged: uncluttered screens, tip text, labels, default values and autofill		
5-6	Component 1A: User Interface	Design principles: intuitive design: graphics denoting actions, helpful messages, easy reversal of actions, help features and consistency		
		Improving the speed of user interfaces: keyboard shortcuts, reversal of actions, informative feedback and distinguishable objects		
7	Component 1A: User Interface	Reducing the user selection time: appropriate object sizes, object emphasis, grouping related objects		

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1-2	Component 1B: Project Planning	Project methodologies: waterfall, iterative and Agile	<a href="#">Edexcel</a> <a href="#">BTEC DIT</a>	Weekly Coursework
		Co-coordinating project tasks: Gantt charts, PERT charts and critical path diagrams		
3-4	Component 1B: Project Planning	Basic project planning tools: task lists, graphical descriptions, written descriptions and mood boards		
		Planning the project basics: aims and objectives, audience and purpose		
5-6	Component 1B: Project Planning	Defining the project requirements: user requirements, output requirements, input requirements and user accessibility requirements		
		Project constraints and risks: time, resources, task dependencies, security and contingency planning		

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1-3	Component 1B: Project Planning	Planning project timescales: overall timescales, when tasks will be completed, key milestones and resources	<a href="#">Edexcel</a> <a href="#">BTEC DIT</a>	Weekly Coursework
		What is a design specification: user requirements, output requirements, input requirements and user accessibility requirements		
4-6	Component 1B: Project Planning	Designing the visuals: sketches and storyboarding		
		Defining the hardware, software and testing strategy		

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1-2	Component 1C: Stadium Information System	Developing a functional user interface: showing the outputs, inputs and the navigational methods	<a href="#">Edexcel BTEC DIT</a>	Weekly Coursework
3-4	Component 1C: Stadium Information System	Showing the key aspects of a user interface: awareness of intended device, how the requirements have been met, the overall look/feel and the ease of use		
5-6	Component 1C: Stadium Information System	Refining the user interface: presenting the interface to potential users, gaining feedback, refining the interface, documenting changes		

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1-2	Component 1C: Stadium Information System	Reviewing the user interface and what areas could be developed further	<a href="#">Edexcel BTEC DIT</a>	Weekly Coursework
3-4	Component 1C: Stadium Information System	Reviewing the project planning techniques and lessons learned		
5-6	Component 1C: Stadium Information System	Component 1 Coursework		