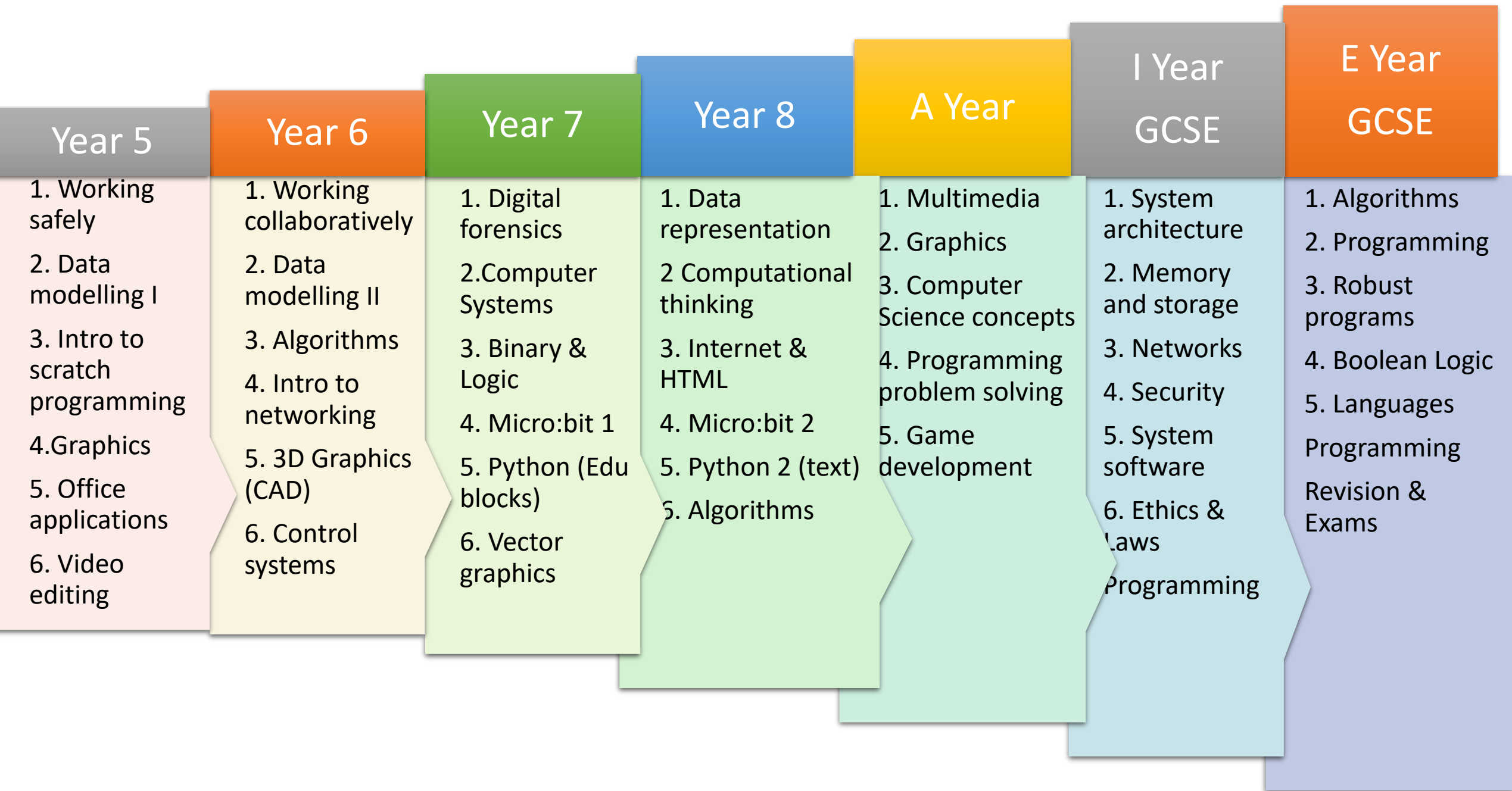


Edwinstree and Freman  
Computing and IT curriculum  
map



## Sixth Form Curriculum Plan CTECH Level 3 Introductory Diploma in IT

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Unit 1 - Fundamentals of IT (M)</b> Provide a solid foundation in the fundamentals of hardware, networks, software, the ethical use of computers and how business uses IT.		<b>Unit 17 - Internet of Everything (O)</b> Learn about the Internet of Everything (IoE) and how it is used. Use this knowledge to carry out a feasibility study for a potential idea, then pitch idea to potential stakeholders and use their feedback to revise proposal.			
		<b>Unit 6 Application Design (O) &amp; Unit 9 Product Development (O)</b> Explore potential ideas for a new application and develop the designs for an application and how users will interact with it. Present ideas, prototype them, and gain feedback before refining design.			

Autumn 1	Autumn 2	Spring 1	Spring 2	Part Summer 1
<b>Unit 2 - Global Information (M)</b> Provide an understanding of how organisations and individuals use information, the types they encounter, importance of good information/data management, security measures and the legislation/regulation that applies.				<b>Unit 2 - Global Information (M)</b>
<b>Unit 6 Application Design (O) &amp; Product Development (O)</b> Use product development skills to work through the stages of the product life cycle to design and develop a product.			<b>Unit 9</b> Learn about different product design methodologies and use product development skills to work through the stages of the product life cycle to design and develop a product.	

Key:

Year 12

Year 13

(M) - Mandatory Unit 90 credits/Examination

(O) - Optional Unit 60 credits/NEA (Assessment)