

Y12 OCR Cambridge Technical in IT – Curriculum Progression Map

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Dates	Monday 5 th September – Friday, 21 October 2022	Monday, 1 November – Wednesday, 21 December 2022	Monday, 9 January – Friday, 10 February 2023	Monday, 20 February – Friday, 31 March 2023	Monday, 17 April – Friday, 26 May 2023	Monday, 5 June – Friday, 19 July 2022
Weeks	8	7	7	6	5	6
Unit Title	Unit 5: Virtual and Augmented Reality	Unit 5: Virtual and Augmented Reality	Unit 5: Virtual and Augmented Reality	Unit 5: Virtual and Augmented Reality	Unit 13 Social Media and Digital Marketing	Unit 13 Social Media and Digital Marketing
Sequence	<p>LO1 Research and report on the early history of virtual and augmented reality.</p> <p>Uses of virtual and augmented reality.</p> <p>Use of virtual and augmented reality in context.</p> <p>The impact of virtual and augmented reality.</p> <p>Virtual and augmented reality – what next?</p>	<p>LO2 The use of hardware in virtual and augmented reality.</p> <p>The use of sensors in virtual and augmented reality.</p> <p>The use of software in virtual and augmented reality.</p> <p>Research into low cost solutions that may be used to create virtual or augmented reality products.</p> <p>Compare the features and possible uses of virtual and augmented reality.</p> <p>Design a VR and AR product for a given scenario</p>	<p>LO3 Use a client brief to identify how client needs will be met.</p> <p>Develop a virtual or augmented reality product to a set brief.</p> <p>Create a test plan for end user testing.</p> <p>Review the completed product against success criteria.</p> <p>Evaluate the success of the completed practice project.</p> <p>Identify improvements to the planning and final product.</p>	<p>LO4 Review of the benefits of virtual and augmented reality.</p> <p>Compare current use of virtual and augmented reality with potential use of these technologies.</p> <p>Possible developments in virtual reality.</p> <p>Possible developments in augmented reality.</p> <p>Virtual reality that could be repurposed.</p> <p>Augmented reality that could be repurposed.</p>	<p>Review units of work and update any tasks.</p> <p>Unit 13 Social Media and Digital Marketing</p> <p>LO1 Introduction to Social Media. Social media marketing campaigns. Paid vs organic results. Landing pages for social media. Markets and potential customers. Integrated digital marketing. Direct marketing through email. Search Engine Optimisation (SEO). Self-marketing on social media.</p> <p>LO2 Use of content by social media companies and data mining Primary and secondary research. Social media data harvesting. Use of content by social media companies and data mining. Social media communications. Issues with accounts on social media. Social media and legislation. Moral and ethical issues with social media in business.</p>	<p>LO3 Measuring social media impact using tools Social media channels. Positive and negative marketing campaigns. What makes good content? Market segmentation in social media. Negative impact of social media on individuals and businesses.</p> <p>LO4 develop the project Social marketing funnel. Features of a social media marketing campaign. Creating a social media proposal. Measuring social media impact using tools. Digital marketing metrics. Assessing the benefits of social media campaigns over traditional marketing. Adapting traditional business processes for social media.</p>

<p>Key Building Blocks</p>	<p>Understand what Virtual and Augmented Reality is and the history behind it.</p> <p>Developing knowledge of how Virtual and Augmented Reality can have an impact on society.</p>	<p>Understand the different hardware and software used in VR and AR.</p> <p>Learn about the costs of technology</p> <p>Planning a VR/AR product for a given scenario.</p>	<p>Developing an Augmented Reality product</p> <p>Understanding why testing is important to a product's success.</p> <p>Evaluate a product discussing it's strengths and weaknesses from the planning stage through to completion.</p>	<p>Understand how VR/AR can be repurposed.</p>	<p>Understand what Social Media is</p> <p>Know what Social Media content is</p> <p>Understand how data is used</p>	<p>Understand the laws governing data and social media.</p> <p>Know how to use tools of social media to measure the impact of an advertisement.</p>
<p>Retrieval Practices</p>	<ul style="list-style-type: none"> - Re-cap of skills, assignment and demonstrations using AB Tutor Computer Control to ensure understanding of task - Verbal feedback throughout - Refer to assignment and portfolio of evidence throughout the term - Computing clubs after school to support with understanding and recap of skills - Do Now activities (where appropriate) - - Interleaved theme (scenario) 	<ul style="list-style-type: none"> - Re-cap of skills, assignment and demonstrations using AB Tutor Computer Control to ensure understanding of task - Verbal feedback throughout - Refer to assignment and portfolio of evidence throughout the term - Computing clubs after school to support with understanding and recap of skills - Do Now activities (where appropriate) - - Interleaved theme (scenario) 	<ul style="list-style-type: none"> - Re-cap of skills, assignment and demonstrations using AB Tutor Computer Control to ensure understanding of task - Verbal feedback throughout - Refer to assignment and portfolio of evidence throughout the term - Computing clubs after school to support with understanding and recap of skills - Do Now activities (where appropriate) - - Interleaved theme (scenario) 	<ul style="list-style-type: none"> - Re-cap of skills, assignment and demonstrations using AB Tutor Computer Control to ensure understanding of task - Verbal feedback throughout - Refer to assignment and portfolio of evidence throughout the term - Computing clubs after school to support with understanding and recap of skills - Do Now activities (where appropriate) - - Interleaved theme (scenario) 	<ul style="list-style-type: none"> - Re-cap of skills, assignment and demonstrations using AB Tutor Computer Control to ensure understanding of task - Verbal feedback throughout - Refer to assignment and portfolio of evidence throughout the term - Computing clubs after school to support with understanding and recap of skills - Do Now activities (where appropriate) - - Interleaved theme (scenario) 	<ul style="list-style-type: none"> - Re-cap of skills, assignment and demonstrations using AB Tutor Computer Control to ensure understanding of task - Verbal feedback throughout - Refer to assignment and portfolio of evidence throughout the term - Computing clubs after school to support with understanding and recap of skills - Do Now activities (where appropriate) - - Interleaved theme (scenario)
<p>Key Skills</p>	<p>Language & Vocabulary</p> <p>Written communication</p>	<p>Language & Vocabulary</p> <p>Written communication</p>	<p>Language & Vocabulary</p> <p>Written communication</p> <p>Developing a product</p> <p>Evaluation</p>	<p>Language & Vocabulary</p> <p>Written communication</p>	<p>Language & Vocabulary</p> <p>Written communication</p>	<p>Language & Vocabulary</p> <p>Written communication</p>
<p>Literacy</p>	<p>Written & Oral communication</p> <p>Tier 2 & 3 vocab development</p> <p>Virtual reality</p> <p>Augmented reality</p> <p>Design specifications</p> <p>Equipment</p> <p>Trigger image</p> <p>WYSIWYG</p>	<p>Written & Oral communication</p> <p>Tier 2 & 3 vocab development</p> <p>Virtual reality</p> <p>Augmented reality</p> <p>Design specifications</p> <p>Equipment</p> <p>Haptic devices</p> <p>Trigger image</p>	<p>Written & Oral communication</p> <p>Tier 2 & 3 vocab development</p> <p>Virtual reality</p> <p>Augmented reality</p> <p>Design specifications</p> <p>Equipment</p> <p>Haptic devices</p> <p>Trigger image</p>	<p>Written & Oral communication</p> <p>Tier 2 & 3 vocab development</p> <p>Augmented reality</p> <p>Design specifications</p> <p>Equipment</p> <p>Haptic devices</p> <p>Trigger image</p> <p>Repurposing</p>	<p>Written & Oral communication</p> <p>Tier 2 & 3 vocab development</p> <p>Blog</p> <p>Clickbait</p> <p>Advertisement</p> <p>Impressions</p> <p>Handle</p> <p>Permalink</p> <p>Popup</p> <p>Retweet</p> <p>Meme</p> <p>Funnel</p> <p>Forums</p>	<p>Written & Oral communication</p> <p>Tier 2 & 3 vocab development</p> <p>Legislation</p> <p>GDPR</p> <p>Computer Misuse Act</p> <p>Copyright Act</p> <p>Blog</p> <p>Clickbait</p> <p>Advertisement</p> <p>Impressions</p> <p>Handle</p> <p>Permalink</p> <p>Popup</p> <p>Retweet</p> <p>Meme</p> <p>Funnel</p> <p>Forums</p>
<p>Numeracy</p>	<p>File size</p> <p>Compression</p> <p>Internet speeds</p>	<p>Costs of VR and AR.</p>	<p>File size</p> <p>Compression</p> <p>Internet speeds</p>	<p>Internet speeds</p>	<p>Internet speeds</p> <p>Data</p> <p>Compression</p> <p>Image file size</p> <p>Video file size</p>	<p>Internet speeds</p> <p>Data</p> <p>Compression</p> <p>Image file size</p> <p>Video file size</p>

Formative Assessment	Verbal feedback throughout each lesson Re-cap of task and assignment using Computer Control monitoring software	Verbal feedback throughout each lesson Re-cap of task and assignment using Computer Control monitoring software	Verbal feedback throughout each lesson Re-cap of task and assignment using Computer Control monitoring software	Verbal feedback throughout each lesson Re-cap of task and assignment using Computer Control monitoring software	Verbal feedback throughout each lesson Re-cap of task and assignment using Computer Control monitoring software	Verbal feedback throughout each lesson Re-cap of task and assignment using Computer Control monitoring software
Summative Assessment	End of unit grading (portfolio of evidence)	End of unit grading (portfolio of evidence)	End of unit grading (portfolio of evidence)	End of unit grading (portfolio of evidence)	End of unit grading (portfolio of evidence)	End of unit grading (portfolio of evidence)
Spiritual	How people interact with technology in their daily lives (VR and AR, social media business communication, entertainment, business etc.)					
Moral	Learning about appropriate uses of software, malicious use of software and the damage it can cause, and the safe and responsible use of IT.					
Social	Social issues that can affect users of IT, including the use and abuse of personal and private data.					
Cultural	Helping learners to appreciate that creative IT contributes to the development of our culture and to our highly technological future. How learners need to show cultural awareness of their audience when communicating using IT. Creating their Augmented Product. Creating their social media posts					
Ethical	Learning about the ethical implications of the electronic storage and transmission of personal information. How IT can affect the quality of life experienced by persons with disabilities and the responsibility to meet individuals' access requirements.					
Economic issues	Learning about making informed decisions about the choice, implementation, and use of IT depending upon cost and the efficient management of money and resources.					
Legislative issues	The main aspects of legislation relating to IT, copyright, design and patents act, the computer misuse act and data protection act (GDPR).					
British Values	Mutual Respect, Tolerance	The Rule of Law	The Rule of Law	Mutual Respect, The Rule of Law	Mutual Respect, The Rule of Law	Mutual Respect, The Rule of Law
Gatsby 4	APP designer, VR and AR developer, Software testing, digital graphics designer	APP designer, VR and AR developer, Software testing, digital graphics designer	APP designer, VR and AR developer, Software testing, digital graphics designer	APP designer, VR and AR developer, Software testing, digital graphics designer	Social Media digital content creator. Digital marketing.	Social Media digital content creator. Digital marketing.