



Subject: Computing & Business

Certificate in Digital Applications L2 Curriculum Overview

2018-2019

YEAR 10 Unit 1: Web Design & Development	Subject Content / Knowledge	Pupils will demonstrate an ability to design, build and test a web product in a practical computer-based examination set by Pearson.
	Skills	Pupils will: <ul style="list-style-type: none"> ● look critically at a variety of web products for different audiences and purposes, whilst evaluating their fitness for purpose and assess the effectiveness of the features used to attract attention and engage the target audience. ● investigate aspects of successful design, including content, structure, navigation, screen and interactivity, and discuss possible alternatives to the assets and features used. ● Make many essential design decisions which are fully justified. ● gain experience of using web authoring software and other software tools for content preparation. ● optimise images and embed sound, video and animation files. ● identify essential elements of html code and make simple alterations, such as changing a hex code to alter a colour or editing ALT text. ● Understand that testing as an integral part of the development process, checking both functionality and usability, incorporating feedback from suitable test users.
	Assessment	Examination. 25% of course. Taken in January and opportunity to resit in January of year 11.
YEAR 10 & 11 Unit 4: Game Development	Subject Content / Knowledge	Pupils will learn about different types of computer games, investigate what makes a game successful and learn how to plan, design and create great games for others to play.
	Skills	Pupils will: <ul style="list-style-type: none"> ● provide relevant information about the complete development process from initial ideas through to the final game. They will gather and prepare a variety of content, all of which is effective and well-matched to the intended purpose. ● produce a game with challenge and game logic that is well matched to audience interests and capability. The pupils game will include excellent playability and interactivity that will appeal to the audience and sustain their interest. ● carry out effective functionality and user testing will be carried out. ● create user instructions for their game which are complete and easy to follow. ● create a promo that makes use of well-chosen assets from the game. It will be effective in attracting interest and persuading people to play. ● Create a realistic evaluation of the game in the form of a game review, it will include evaluative comments surrounding the games functionality and usability. The review will be well illustrated with well-chosen extracts and feedback from players.
	Assessment	Formative and summative Internal controlled assessment (75% of course) (Sample moderated by exam board during exam season)

