



STOKE
DAMEREL

Aspire Achieve Thrive

Spring Term
Term 2
Digital IT
Year 10

Name: _____

Tutor: _____

Year 10 Homework Timetable

Monday	English Task 1	Ebacc Option A Task 1	Option C Task 1
Tuesday	Option B Task 1	Sparx Science	Science Task 1
Wednesday	Sparx Maths	Option C Task 2	Sparx Science
Thursday	Ebacc Option A Task 2	Sparx Maths	Option B Task 2
Friday	Sparx Science	Science Task 2	English Task 2

Sparx Science

- Complete 100% of their assigned homework each week

Sparx Maths

- Complete 100% of their assigned homework each week

Option A (EBACC)	Option B	Option C
Computer Science	Business Studies	Art
French	Hospitality and Catering	Business Studies
Geography	Drama	Hospitality and Catering
History	Music	Child Development
	Geography	Computer Science
	Health and Social Care	Drama
	ICT	Photography
	Media Studies	Science (Triple)
	Music	Sport
	Sport	
	Travel and Tourism	

Half Term 3 (6 weeks) - Year 10











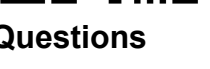









Week / Date	Homework task 1 Cornell Notes	Homework task 2 Exam Question
Week 1 6th January 2025	Cornell Notes on: Range of Uses and Devices Factors Affecting the Choice of User Interface Hardware and Software Influences	Revision Cards on: Range of Uses and Devices Factors Affecting the Choice of User Interface Hardware and Software Influences
Week 2 13th January 2025	Cornell Notes on: Accessibility Needs Skill Level & Demographics	Revision Cards on: Accessibility Needs Skill Level & Demographics
Week 3 20th January 2025	Cornell Notes on: Design Principles - Visual Elements Design Principles - Content & Layout	Revision Cards on: Design Principles - Visual Elements Design Principles - Content & Layout
Week 4 27th January 2025	Cornell Notes on: Design Principles - User Perception, Attention & Intuitive Design	Revision Cards on: Design Principles - User Perception, Attention & Intuitive Design
Week 5 3rd February 2025	Cornell Notes on: Efficient User Interfaces	Revision Cards on: Efficient User Interfaces
Week 6 10th February 2025	Cornell Notes on: Planning Tools Visual Planning Tools	Revision Cards on: Planning Tools Visual Planning Tools

Half Term 4 (6 weeks) - Year 10

Week / Date	Homework task 1 Cornell Notes	Homework task 2 Exam Question
Week 7 24th February 2025	Cornell Notes on: Methodologies	Revision Cards on: Methodologies
Week 8 3rd March 2025	Cornell Notes on: Project Proposal	Revision Cards on: Project Proposal
Week 9 10th March 2025	Cornell Notes on: Project Plan	Revision Cards on: Project Plan
Week 10 17th March 2025	Cornell Notes on: Designing User Interfaces	Revision Cards on: Designing User Interfaces
Week 11 24th March 2025	Cornell Notes on: Prototypes	Revision Cards on: Prototypes
Week 12 31st March 2025	Cornell Notes on: Project Review	Revision Cards on: Project Review

WEEK 1: Cornell Notes (Homework task 1)

Range of Uses and Devices, Factors Affecting the Choice of User Interface, Hardware and Software Influences

Links	Notes
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	

Questions








Summary

WEEK 1: Revision Cards (Homework task 2)

Revision Card on Range of Uses and Devices, Factors Affecting the Choice of User Interface, Hardware and Software Influences	Answers
<ol style="list-style-type: none">1. What type of interface would you most commonly see on a desktop computer?2. Why is a text-based interface a poor option for a tablet or smartphone?3. What type of interface is most commonly used on game consoles?4. What is meant by 'ease of use'?5. What is meant by 'user requirements'?6. What is meant by 'performance'?7. What type of user interface do most operating systems use?8. What type of interface will typically require the most processing power and memory?	

WEEK 2: Cornell Notes (Homework task 1)

Accessibility Needs
Skill Level & Demographics

Links	Notes
	
	
	
	
	
	
	
Questions	

Summary

WEEK 2: Revision Cards (Homework task 2)

Revision Card on Accessibility Needs and Skill Level & Demographics	Answers
<ol style="list-style-type: none">1. What are motor needs?2. How can you adapt a user interface to better support motor needs?3. What are visual needs?4. How can you adapt a graphical user interface to better support visual needs?5. Which type of user interface is not suitable for those with hearing needs?6. What are cognitive needs?7. What are the characteristics of a novice user?8. What are the characteristics of a regular user?9. What are the characteristics of an expert user?	

WEEK 3: Cornell Notes (Homework task 1)


Design Principles - Visual Elements
Design Principles - Content & Layout

Links



Questions

Notes

Links	Notes
	



















Summary

WEEK 3: Revision Cards (Homework task 2)

<p>Revision Card on Design Principles - Visual Elements and Content & Layout</p> <ol style="list-style-type: none">1. What is the maximum number of colours we would typically use in a design?2. What is the term used to describe the formatting a business typically uses in any of its designs?3. What is meant by complementary colours?4. What is the difference between serif and sans serif fonts?5. What is whitespace?6. Why is it important to include whitespace in a user interface?7. Why is consistent positioning of items in an interface important?8. What are "Breadcrumbs" in a user interface?	<p>Answers</p>
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WEEK 4: Cornell Notes (Homework task 1)

Design Principles - User Perception, Attention & Intuitive Design

Links	Notes
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	


Summary

WEEK 4: Revision Cards (Homework task 2)

Revision Card on Design Principles - User Perception, Attention & Intuitive Design	Answers
<ol style="list-style-type: none">1. Give 3 examples of 'positive' design aspects (colours, sounds, icons)?2. Give 2 examples of techniques used to retain user attention?3. What is meant by intuitive design?4. Give 2 methods of making an interface intuitive5. What is meant by user perception?6. What is meant by default values?7. What is meant by autofill?	

WEEK 5: Cornell Notes (Homework task 1)

Design Principles - Efficient User Interfaces

Links	Notes
	
Questions	

Summary

WEEK 5: Revision Cards (Homework task 2)

Revision Card on Efficient User Interfaces	Answers
<ol style="list-style-type: none">1. What are keyboard shortcuts?2. Why is informative feedback important when an action fails?3. Why do reversal of actions make an interface more efficient?4. What do we mean by the term "Visual Hierarchy"?5. Which factors can affect how easily we notice an interface object?6. How does positioning objects near each other make an interface more efficient?	

WEEK 6: Cornell Notes (Homework task 1)

Planning Tools
Visual Planning Tools

Links



Questions

Notes

Links	Notes


Summary

WEEK 6: Revision Cards (Homework task 2)

Revision Card on Planning Tools and Visual Planning Tools	Answers
<ol style="list-style-type: none">1. What are the benefits of task lists?2. What are subtasks?3. What is a Gantt chart?4. What are dependencies?5. What is contingency time?6. What is a mood board?7. What is a mindmap?	

WEEK 7: Cornell Notes (Homework task 1)

Methodologies

Links	Notes
	
<p>Questions</p>	

Summary

WEEK 7: Revision Cards (Homework task 2)

Revision Card on Methodologies	Answers
<ol style="list-style-type: none">1. What are the 2 characteristics of the waterfall model?2. What are the five stages of the waterfall model in order?3. What are the characteristics of an agile model?4. In an Agile methodology, what do we call the short incremental development stages?5. What are dependencies?6. What do we call the team leader in a Scrum development team?7. In the Scrum methodology, what do we call the complete list of all requirements for a product being developed?8. How often do we hold Scrum meetings during a sprint?9. What methodology would be better suited to projects where your client would not be regularly available?10. What methodology would be better suited for projects where the requirements are not very well understood?11. What methodology is typically better suited to large projects?	

WEEK 8: Cornell Notes (Homework task 1)

Project Proposal

Links



Questions

Notes

Summary

WEEK 8: Revision Cards (Homework task 2)

Revision Card on Project Proposal	Answers
<ol style="list-style-type: none">1. What is meant by the 'purpose' of a user interface?2. What is meant by the 'audience' of a user interface?3. What does the phrase 'project requirements' mean?4. What does the phrase 'user accessibility requirements' mean?5. What are project constraints?6. Give 2 examples of potential project constraints for developing a user interface?	

WEEK 9: Cornell Notes (Homework task 1)

Project Plan

Links



Questions

Notes

Summary

WEEK 9: Revision Cards (Homework task 2)

Revision Card on Project Plan	Answers
<ol style="list-style-type: none">1. What are timescales and why are they important?2. What are task deadlines and why are they important?3. What are key milestones and why are they important?4. What are subtasks?5. Why is it important to identify subtasks?6. What is meant by 'task dependencies'?	

WEEK 10: Cornell Notes (Homework task 1)

Designing User Interfaces

Links



Questions

Notes


Summary

WEEK 10: Revision Cards (Homework task 2)

Revision Card on Designing User Interfaces	Answers
<ol style="list-style-type: none">1. What project requirements does your design specification need to implement?2. Should you consider accessibility requirements at the design stage?3. How does providing easy-to-use help features in our design improve our user interface?4. What techniques could you use to increase user attention?5. What are the 3 visualisation tools used in the design specification?6. What are the differences between screen sketches and storyboards7. What needs to be included in screen sketches?8. Give 2 examples of things that need to be included in software requirements9. Give 2 examples of things that need to be included in hardware requirements	

WEEK 11: Cornell Notes (Homework task 1)

Prototypes

Links	Notes
	
<p>Questions</p>	

Summary

WEEK 11: Revision Cards (Homework task 2)

Revision Card on Prototypes	Answers
<ol style="list-style-type: none">1. Give 2 rules you should follow when choosing your colour scheme2. What are analogous colours?3. Give 2 rules you should follow when choosing your fonts?4. Why should you not use decorative serif fonts in your interface?5. You are developing an app that is designed to be used by young children so they can play their favourite nursery rhymes. How might you adapt the language for this audience?6. What is meant by consideration of 'amount of information'?7. Give 2 examples of rules you should follow when choosing the amount of information to provide?	

WEEK 12: Cornell Notes (Homework task 1)

Review

Links



Questions

Notes

Summary

WEEK 12: Revision Cards (Homework task 2)

Revision Card on Review	Answers
<ol style="list-style-type: none">1. In your review you need to identify what 3 things about each aspect of your project?2. You need to discuss the project requirements, what 3 type of project requirements are there?3. What is meant by ease of use?4. What is meant by the audience suitability of the user interface?5. How are the weaknesses and improvements linked in a review?6. What are the 8 design principles that you will review how well you have met?	

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