

Week Commencing	Lesson topic	HAIL	Assessment
Staff INSET 01/09 Students Return 02/09	Introduction to BTEC DIT Component 1 – Exploring User Interface Design Principles and project planning techniques - LOA – A1	Know it all ninja – User interfaces – 1.1 Introduction & 1.2 User interfaces	
07/09/2026	LOA – A1 – User Interfaces – looking at different types of user interface, factors affecting the choice of user interface and evaluating the effective use of different user interfaces.	Know it all ninja – User interfaces – 1.3 Range of uses & 1.4 Factors affecting choice of UI	
14/09/2026	LOA – A2 - Audience needs – understand the varying needs of the audience and how they may affect both the type and the design of the interface.	Know it all ninja – User interfaces – 1.5 – Hardware & Software influences	
21/09/2026	LOA – A3 – Design Principles - Focus on how design principles provide both appropriate and effective user interaction with hardware devices.	Know it all ninja – Audience Needs – 2.1 Accessibility Needs	
28/09/2026	LOA – A4 – Designing an efficient user interface - understand the techniques that can be used to improve both the speed and access to user interfaces.	Know it all ninja – Audience Needs – 2.2 – Skill & Demographics	
05/10/2026	LOA – A4 - produce a report on how techniques can be used to improve both the speed and access to user interfaces.	Know it all ninja – Design Principles – 3.1 – Visual Elements	
12/10/2026	LOB – B1 – Project planning techniques - Introduce learners to the purpose of different planning tools and design methodologies that can be used to plan. Understand the project planning techniques that can be used to monitor and execute projects.	Know it all ninja – Design Principles – 3.2 – Content and Layout	
19/10/2026	LOB – B2 – Creating a project proposal and plan - understand how to identify the purpose, audience and user requirements of the project from different scenarios. Discuss and demonstrate how to identify this information from a sample project brief.	Know it all ninja – Design Principles – 3.3 Perception, Attention & Design	
October Half Term			
02/11/2026	LOB – B3 – Creating an initial design - produce initial designs for the user interface. Learners will need to understand that the initial design should meet the user requirements, including input and output requirements and user accessibility needs.	Know it all ninja – Designing an Effective User Interface – 4.1 – Efficient UI 1	
09/11/2026	LOB – B3 - produce initial designs for the user interface. Understand that the initial design should meet the user requirements, including input and output requirements and user accessibility needs.	Know it all ninja – Designing an Effective User Interface – 4.1 – Efficient UI 2	
16/11/2026	LOB – B4 – Developing a user interface – Create, test and gain feedback about their working prototype of their solution.	Know it all ninja – Project Planning Techniques – 5.1 Planning Tools & 5.2 Visual Planning Tools	
23/11/2026	AR1 – Revision lesson		AR1 ROA
30/11/2026	AR1 - Task		AR1 ROA
07/12/2026	AR1 - Task		AR1 ROA
14/12/2026	AR1 – Critical Reflection		AR1 ROA

Christmas Break			
04/01/2027	LOB – B4– Developing a user interface – Create, test and gain feedback about their working prototype of their solution.	Know it all ninja – Project Planning Techniques –5.3 - Methodologies	
11/01/2027	LOB – B4– Developing a user interface – Create, test and gain feedback about their working prototype of their solution.	Know it all ninja – Creating a project Proposal & Plan – 6.1 Proposal & 6.2 Plan	
18/01/2027	LOB – B4– Developing a user interface – Create, test and gain feedback about their working prototype of their solution.	Know it all ninja – Creating Initial Design – 7.1 Producing Design Specification	
25/01/2027	LOC – C1 – Review - Understand how to review the success of the user interface and the use of their chosen project planning techniques.	Know it all ninja – Developing a UI – 8.1 & 8.2	
01/02/2027	LOC – C1 - suggest improvements that could be made to the user interface to better meet the audience needs	Know it all ninja – Review – 9.1 – Reviewing Success	
08/02/2027	PSA – Pearson Set Assignment for Component 1 – Task 1		PSA – Comp 1
February Half Term			
22/02/2027	PSA – Pearson Set Assignment for Component 1– Task 1		PSA – Comp 1
01/03/2027	PSA – Pearson Set Assignment for Component 1– Task 2		PSA – Comp 1
08/03/2027	PSA – Pearson Set Assignment for Component 1– Task 2		PSA – Comp 1
15/03/2027	PSA – Pearson Set Assignment for Component 1– Task 3		PSA – Comp 1
22/03/2027	PSA – Pearson Set Assignment for Component 1– Task 4		PSA – Comp 1
Easter Break			
12/04/2027	PSA – Pearson Set Assignment for Component 1 – Task 4		PSA – Comp 1
19/04/2027	Component 2 – Collecting, presenting and Interpreting Data LOA – A1 – Characteristics of data and information – introduced to the terms 'data' and 'information' and the difference between them A2 – Representing Information - introduced to the different ways of representing information and be able to explain situations where they should be used.	Know it all ninja – Characteristics of Data & Information – 1.1 Data & Information	
26/04/2027	LOA – A3 - Ensuring data is suitable for processing - introduced to validation and verification methods and understand the difference between them.	Know it all ninja – Representing information – 2.1 – Text, Numbers & Tables	
03/05/2027	LOA – A4 – Data Collection - consider the different data collection methods for collecting both primary and secondary data. Learners need to consider the benefits and limitations of each.	Know it all ninja – Representing information – 2.2 Graphs, Sparklines & Infographics	
10/05/2027	LOA – A5 - Quality of information and its impact on decision making - work in small groups and discuss what might happen if inaccurate information was used to make decisions.	Know it all ninja – Ensuring data is suitable for processing 3.1 – Validation &	

		Verification methods	
17/05/2027	LOA – A6 - Sectors that use data modelling - work in small groups and discuss how to create a simple data model that would help them decide how to purchase an expensive item like a new smartphone, tablet, or laptop.	Know it all ninja – Data Collection – 4.1 – Primary data collection methods	
24/05/2027	LOA – A7 - Threats to individuals - consider how much data is collected about them and where it could be stored. Different threats to the data should be studied and should include invasion of privacy, fraud, targeting of vulnerable people and the storage of inaccurate data.	Know it all ninja – Data Collection – 4.2 Secondary data collection methods & 4.3 – Data collection features	
May Half Term			
07/06/2027	PSA – Pearson Set Assignment for Component 2 – Task 1		PSA – Comp 2
14/06/2027	PSA – Pearson Set Assignment for Component 2 – Task 1		PSA – Comp 2
21/06/2027	LOB – B1 – Data Processing methods – Data manipulation - introduced to data processing methods and how they are used to analyse data and process so that it becomes information:	Know it all ninja – Quality of information – 5.1 – Quality of information factors	
28/06/2027	LOB – B1 – Data Processing methods – Advanced data manipulation methods - Learners need to be aware of the different levels of manipulation methods and why some are considered more advanced than others.	Know it all ninja – Sectors that use data modelling- 6.1 – Types of sectors 1	
05/07/2027	LOB – B1 - Data processing methods – Other processing methods - Learners will know when to use the different methods and how to use each one to ensure they are used efficiently.	Know it all ninja – Sectors that use data modelling- 6.2 – Types of sectors 2	
12/07/2027	LOB – B2 – Producing a dashboard – data summaries - Learners will discuss the benefits and drawbacks of presenting data using a dashboard. Learners will identify the data summaries shown in the dashboards they have researched:	Know it all ninja – Threats to individuals – 7.1 Threats to individuals	