NHSG Key Stage 3 Unit Overview for 9S4: Digital Media



Computer Science	9S4 - Digital Media Technology Design and Creation Linked to Samsung Solve For Tomorrow Summer Term				
Learning outcomes	In this unit, students learn about the different roles involved in App Development: research and development, designer, and sales and Marketing. They work as a team to identify a solution to a problem posed by the Samsung Competition that year (2022-23 and 23-24 was inclusivity. 24-25 is wellbeing). Using a range of software, pulling on previous skills from S4, students design their solution and annotate with the appropriate technical features available.				
Key Question	 What roles are there in technology development and where might I fit into them? How can we use technology to improve lives for others? 				
Knowledge	 Key concepts Difference between User Experience and User Interface Careers in App Development Not everyone has the same access to technology How to use our skills to help others Different technologies available in smartphones or IoT devices Designing for a given audience 	 Key Skills Teamwork Research skills Ability to explain and justify ideas to others DTP skills Schematic design App design skills for a content-based app Javascript addition for interactivity 	Key terminology UX, UI R&D, Design, Sales and Marketing Features inc Gyroscopes, biometrics etc. Wireframe Wireflow Tabs, links, uploads		
Ongoing Assessment	In this unit, students will be expected to do a fair amount of research and they will be assessed on their progress as well as the amount of detail put into their answers. The teacher will be monitoring and recording contributions throughout the lessons within the team so that no student can leave the work to the others. Students have access to the resources used via SharePoint/Teams and will be expected to continue with the work for 25 minutes outside of class.				
Key Assessment	This unit is a shared group mark that is taken from their Samsung Competition submission which consists of their summary, design and technical information. Students will be given a chance to voice any concerns over how the group is working, and the teacher will also be monitoring it.				

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	Each entry will be reviewed by three other teams within the class and scored on a variety of points. These will then be combined to give the final score. The gradings will be calculated once all results are in. The gradings follow the report ratios:				
	Percentage of students	Number of students (out of 210)	Grading colour		
	Top 5-10%	10 - 21	Purple		
	Higher 20-30%	42-63	Blue		
	Middle 45-50%	94-105	Green		
	Lower 8-12%	16-25	Yellow		
	Lowest 3-6%	6-12	Orange		
Clear sequencing of content	Students are used to using technology on a daily basis. This unit aims to get them see beyond how they use them to how they are made and what good can be done with them. By linking it to the Samsung Competition, it promotes Women in Tech and gives students a direct link to industry.				
Links to Careers	App Development, Sales and Marketing, Hardware Development, Charitable work, innovation				
Diversity and Inclusion	The theme of the competition is usually based around improving lives of those around us or similar. This encourages students to look beyond their own experiences and encourages them to be considerate of others or gets them to look at the communities around them which differ.				
Support	SharePoint pages with instructions, images and videos Tutorials on AppShed Weekly drop-in lunchtime peer mentor help sessions – please ask your teacher for more information. We have a set of Year 10 mentors who volunteer to help students out. They have either been through the unit previously themselves or have been brought up to date to be able to help explain and demonstrate the unit content.				
Challenge Wider reading / research / super curricular activities	Going Beyond SharePoint page AWS getIT competition Unity App Design Other apps in AppShed				

