



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	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	There are two assessment periods for Year 9. These take place at the start of the Spring term, and halfway through the Summer term. Each assessment will check understanding of the units recently covered as well as their sustained understanding of previous units, building upon the Year 7 & 8 units. The self-evaluation sheets should be used as the basis of what they need to revise.				

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



	These assessments will have the same number of marks across the year group, though there may be some variety in the questions depending on the progress of the individual class. They are written tests on paper and consist of three sections: Knowledge (facts), Application, Explanation. The reports are based on how each student does in comparison with the rest of the year group in these assessments.
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.
Additional Support	SharePoint pages with instructions, images and videos 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	Going Beyond SharePoint page AWS getIT competition Unity App Design