Overview of units

Unit	Expectations	Computing PoS	Software/Apps	Hardware
6.1 **We are app planners** Planning the creation of a mobile app	• Develop an awareness of the capabilities of smartphones and tablets. • Understand geolocation, including GPS. • Identify interesting, solvable problems. • Evaluate competing products. • Pitch a proposal for a smartphone or tablet app.	• Understand computer networks including the internet; how they can provide multiple services, such as the world wide web and the opportunities they offer for communication and collaboration. • Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. • Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. • Work with ... various forms of input and output.	**Software:** App Inventor/ TouchDevelop, Picasa Web, Google Drive Presentation/ Prezi or similar **Apps:** Codea, TouchDevelop	Computers and tablets or smartphones (can be done with a phone emulator)
6.2 **We are project managers** Developing project management skills	• Scope a project to identify different components that must be successfully combined. • Identify their existing talents and plan how they can develop further knowledge and skills. • Identify the component tasks of a project and develop a timeline to track progress. • Identify the resources they'll need to accomplish a project. • Use web-based research skills to source tools, content and other resources. • Consider strategies to ensure the quality of a collaborative project.	• Solve problems by decomposing them into smaller parts. • Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. • Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. • Be discerning in evaluating digital content. • Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	**Software:** Google Apps for Education/ VLE/GitHub/Basecamp **Apps:** Web browser (Safari)	Laptop or desktop computers, internet access
6.3 **We are market researchers** Researching the app market	• Create a set of good survey questions. • Analyse the data obtained from a survey. • Work collaboratively to plan questions. • Conduct an interview or focus group. • Analyse and interpret the information obtained from interviews or a focus group. • Present their research findings.	• Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. • Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	**Software:** Google Drive applications/ Microsoft Office, Microsoft Windows Movie Maker® **Apps:** Web browser, Keynote, iMovie	Laptop/desktop computers, internet access

6.4 **We are interface designers** Designing an interface for an app	• Work collaboratively to design the app's interface. • Use wireframing tools to create a design prototype of their app. • Develop or source the individual interface components (media assets) they will use. • Address accessibility and inclusion issues. • Document their design decisions and the process they've followed.	• Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. • Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. • Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. • Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. • Be discerning in evaluating digital content. • Recognise acceptable/unacceptable behaviour.	**Software:** Justinmind Prototyper/Pencil Project/Microsoft PowerPoint® **Apps:** SketchyPad or iMockups (pay-for apps)	Laptop/desktop/tablets
6.5 **We are app developers** Developing a simple mobile phone app	• Become familiar with another programming toolkit or development platform. • Import existing media assets to their project. • Write down the algorithms for their app. • Program, debug and refine the code for their app. • Thoroughly test and evaluate their app.	• Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. • Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. • Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. • Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	**Software:** App Inventor/ TouchDevelop **Apps:** TouchDevelop/ Codea	Computers and tablets/smartphones/phone emulator
6.6 **We are marketeers** Creating video and web copy for a mobile phone app	• Consider key marketing messages, including identifying a unique selling point. • Develop a printed flyer or brochure incorporating text and images. • Further develop knowledge, skills and understanding in relation to creating a website. • Further develop skills relating to shooting and editing video.	• Understand computer networks, including the internet; how they can provide multiple services, such as the world wide web, and the opportunities they offer for communication and collaboration. • Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. • Select, use and combine a variety of software (including internet services) … to design and create … content that accomplishes given goals, including collecting, analysing, evaluating and presenting … information. • Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	**Software:** Microsoft Publisher™, WordPress/Google Sites, Movie Maker® and other programs chosen by the pupils **Apps:** Pages, WordPress, iMovie and other apps chosen by the pupils	Laptops/desktop computers, cameras