Foxford Learning Plan

YEAR 10

CAB 1 – Learning Aim A
User Interface Planning

Autumn 1

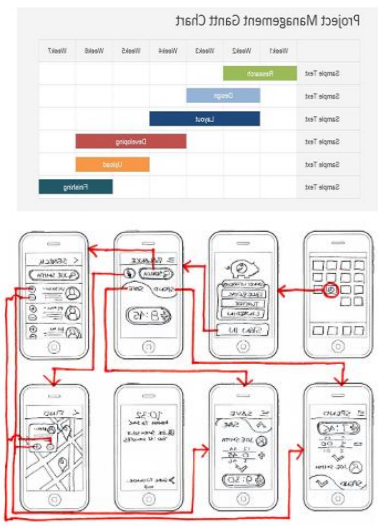
Key Vocabulary

Interface	A device or program enabling a user to communicate with a computer.
Audience	The specific group of consumers most likely want your product or service.
Design Principles	Are the guidelines, biases and design considerations that designers apply with discretion.
Project	A series of tasks that need to be completed to reach a specific outcome.
User interface	Is the point of human-computer interaction and communication in a device. This can include display screens, keyboards, a mouse and the appearance of a desktop.
Planning tools	Designed to help determine goals, guide behaviours within the organization, and help to evaluate the performance against external benchmarks.
Aims	A direct target to achieving a specific goal. A result that your plans or actions are intended to achieve
Purpose	Reasons for doing something or for allowing something to happen
Needs	Necessity or obligations
Efficient Design	Creating user-friendly solutions aligned with business objectives.
Accessibility	Making sure all your target audience can access the content you create

Key Skills

Over the course of the topic, I will be able to: -

- Understand Audience needs
- Know different planning tools and their uses
- Break tasks into small chunks
- Know the principles of effective design
- Know what make a product user friendly
- Understand uses of Gantt chart
- Know SMART objectives
- Familiarise with user accessibility needs
- Factors to be considered when creating user interface



I will Understand

1. The importance of a good user interface design
2. How to use chant chart to plan and monitor the project
3. How to break a project to small tasks
4. How to apply SMART objects to the projects
5. How to implement accessibility features to the products
6. How to create suitable storyboard
7. How to justify and modify the final products