Foxford Learning Plan

YEAR 10

CAB 1 – Learning Aim B
User Interface

Autumn 2

Key Vocabulary

Mood board	A mood board is a type of visual presentation or 'collage' consisting of images, text, and samples of objects in a composition.
Story board	A storyboard is a graphic organizer that consists of illustrations or images displayed in sequence for the purpose of pre-visualizing.
Information Kiosk	A specialist computer terminal providing access to a range of information.
Gantt Chart	A planning tool used to visualise tasks against time when working out timescales and completion.
Contingency	A form of back up, putting things in place should something go wrong to ensure you still complete the project.
Hardware	Anything physical you can touch on the computer, e.g. Mouse, keyboard.
Software	Anything inside the computer you don't physically touch, e.g. Word, chrome.
Test plan	A comprehensive plan of everything you will need to test to ensure you product works effectively as desired.
User testing	Testing carried out by the end users of the product to ensure it does not have faults before general release.
Accessibility	Catering for the needs of all users, ensuring your product is accessible for example, and visual impairment.
User interface	The go between for a user and a digital device – what allows the user to make the device function.

Key Skills

Over the course of the topic, I will be able to: -
Design an information kiosk
Complete design documents such as mood boards, mind maps, Gantt charts, pert charts etc.
Implement contingency planning effectively
Write smart aims and objectives
Define project requirements
Identify and discuss different forms of constraints
Complete simple hand drawn sketches
Identify hardware and software needed to make a digital information kiosk
Design an effective test plan





I will Understand

1. The importance of a variety of planning documents
2. Why we use a selection of planning tools
3. How effective planning can benefit a project
4. Why contingency measures are a good idea
5. Why we plan to test before we test
6. What SMART stands for an how to implement it
7. What constraints can limit a project and why we should always consider them fully