

## Cambridge technicals TRIPLE GSA Curriculum Map 2022-23: ICT, Business and Computing

### We aim to develop students who:

- gain an insight into technological change, global IT infrastructure and legal and security considerations;
- acquire a range of relevant IT and generic skills, including decision-making, communication, problem solving and research and analytical skills that universities and employers demand;
- have a framework that ensures pupils become digitally literate – able to use, and express themselves and develop their ideas through information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.

	Autumn 1 (HT1)	Autumn 2 (HT2)	Spring 1 (HT3)	Spring 2 (HT4)	Summer 1 (HT5)	Summer 2 (HT6)
<b>Year 12 &amp; Year 13 (Current)</b> Cambridge Technical Information Technology						
<b>Topic Covered</b>	<b>Unit CC</b> Cloud Computing <b>Unit 13</b> Social media and digital marketing <b>Unit 15</b> Games design and prototyping <b>Unit 24</b> Enterprise Computing <b>Unit 12</b> Mobile Technology	<b>Unit CC</b> Cloud Computing <b>Unit 13</b> Social media and digital marketing <b>Unit 15</b> Games design and prototyping <b>Unit 24</b> Enterprise Computing	<b>Unit CC</b> Cloud Computing <b>Unit 3</b> Cyber Security <b>Unit 23</b> Cognitive computing <b>Unit 24</b> Enterprise Computing <b>Unit 14</b> Software engineering for business	<b>Unit CC</b> Cloud Computing <b>Unit 3</b> Cyber Security <b>Unit 23</b> Cognitive computing <b>Unit 24</b> Enterprise Computing <b>Unit 14</b> Software engineering for business <b>Unit 8</b> Project management	<b>Unit 23</b> Cognitive computing <b>Unit 24</b> Enterprise Computing <b>Unit 14</b> Software engineering for business  Revision of Unit 3, CC and any Unit 1 and Unit 2 resits	Students leave  <b>Year 12 to complete unit 12 and unit 9</b>
<b>Knowledge deepened</b>	<b>Unit CC</b> <b>Cloud Computing</b> Demonstrate knowledge and understanding of cloud technologies and how this infrastructure supports IT-related activities  <b>Unit 13</b> <b>Social media and digital marketing</b> The stages of the digital marketing life cycle  <b>Unit 15</b> <b>Games design and prototyping</b>	<b>Unit CC Cloud Computing</b> Identify the organisational roles involved in using cloud services, as well as explain the responsibilities of each role  <b>Unit 13</b> <b>Social media and digital marketing</b> how data is used as part of social media digital marketing  <b>Unit 15</b> <b>Games design and</b>	<b>Unit CC Cloud Computing</b> Businesses must consider a number of factors before implementing cloud services. Why are businesses obliged to make these considerations? Identify the different benefits and explain how these are advantageous to businesses.  <b>Unit 13</b> <b>Social media and digital marketing</b> The use of identified social media channels in the digital marketing campaign The impact of digital marketing on an identified product  <b>Unit 15</b> <b>Games design and prototyping</b> Present the prototype to stakeholders to obtain feedback on the games concept	<b>Unit 23</b> <b>Cognitive Computing</b> Generate business proposals for an identified application of cognitive computing  <b>Unit 14</b> <b>Software engineering for business</b> Develop software solutions to meet business requirements Propose software solutions to meet business requirements		

	<p>Key considerations that support games design Compare and contrast the features of games for different audiences</p> <p><b>Unit 24 Enterprise Computing</b> The concept of enterprise computing systems</p> <p><b>Unit 12 Mobile Technology</b> Present solutions for the use of mobile technologies</p>	<p><b>prototyping</b> Build a prototype using core programming techniques and test for functionality</p> <p><b>Unit 24 Enterprise Computing</b> Investigate business requirements for an enterprise computer solution</p>	<p><b>Unit 23 Cognitive Computing</b> How cognitive computing is used in business Investigate opportunities for the positive application of cognitive computing</p> <p><b>Unit 24 Enterprise Computing</b> Investigate business requirements for an enterprise computer solution</p> <p><b>Unit 14 Software engineering for business</b> Universal programming constructs Investigate business requirements for programming solutions</p>	
<b>Skills developed</b>	<p><b>Unit CC (exam)</b> L01: Understand the characteristics and context of cloud technology and why it is used</p> <p><b>Unit 3 - (exam)</b> L01: Understand what is meant by cyber security L02: Understand the issues surrounding cyber security</p> <p><b>Unit 13 - (coursework)</b> L01: Understand digital marketing L02: Understand the use of social media in a business</p> <p><b>Unit 15 (coursework)</b> L01: Understand the principles of game design and prototyping L02: Be able to develop game concepts</p> <p><b>Unit 8 - (coursework)</b> Complete Unit 8 if unfinished from end of Year 12</p> <p><b>Unit 24 (coursework)</b> L01: Understand the concept of enterprise computing systems L02:Be able to investigate business requirements for an enterprise computer solution L03: Be able to develop</p>	<p><b>Unit CC (exam) -</b> L02: Understand the business benefits of cloud services</p> <p><b>Unit 3 - (exam) -</b> L03: Understand measures used to protect against cyber security incidents</p> <p><b>Unit 13 - (coursework)</b> L03: Be able to plan content and propose appropriate social media channels for digital marketing campaigns L04: Be able to develop social media digital marketing campaigns</p> <p><b>Unit 15 (coursework)-</b> L03: Be able to develop game prototypes L04: Be able to present and evaluate game concepts</p> <p><b>Unit 24 (coursework)</b> L01: Understand the concept of enterprise computing systems L02:Be able to investigate business requirements for an enterprise computer solution L03: Be able to develop</p>	<p><b>Unit CC (exam) -</b> L03: Understand the requirements of cloud services L04: Understand the features of cloud storage L05: Understand the deployment requirements for cloud based services for organisations</p> <p><b>Unit 3 - (exam) -</b> L04: Understand how to manage cyber security incidents.</p> <p><b>Unit 23 (coursework)</b> L01: Know how cognitive computing is used in business L02 :Be able to investigate opportunities for the positive application of cognitive computing L03: Be able to generate business proposals for an identified application of cognitive computing</p> <p><b>Unit 24 (coursework)</b> L01: Understand the concept of enterprise computing systems L02:Be able to investigate business requirements for an enterprise computer solution L03: Be able to develop enterprise computing solutions to meet business requirements L04: Be able to review the enterprise computing solution with stakeholders</p> <p><b>Unit 14 (coursework)</b> L01: Understand universal programming constructs L02: Be able to investigate business requirements for programming solutions L03: Be able to develop software solutions to meet business requirements L04: Be able to propose software solutions to meet business requirements</p>	<p><b>Unit CC (exam) -</b> L06:Know regulatory issues that impact cloud technology L07: Know about impact, risks and security issues related to cloud technology</p> <p><b>Complete any unfinished units of work from this year:</b> Unit 13 Unit 15 Unit 23 Unit 24 Unit 14</p> <p><b>Revision for exams</b> Unit 3 CC</p>

	enterprise computing solutions to meet business requirements	enterprise computing solutions to meet business requirements			
<b>Links to Specification</b>	<p><b>CC:</b> Unit 1, Unit 2 and Unit 3</p> <p><b>Unit 3:</b> Communication Critical thinking Decision making</p> <p><b>Unit 13:</b> Communication Problem solving/decision making Time management Critical thinking</p> <p><b>Unit 15:</b> Communication Problem solving Time management Critical thinking Decision making</p>	<p><b>CC:</b> Unit 1, Unit 2 and Unit 3</p> <p><b>Unit 3:</b> Communication Critical thinking Decision making</p> <p><b>Unit 13:</b> Communication Problem solving/decision making Time management Critical thinking</p> <p><b>Unit 15:</b> Communication Problem solving Time management Critical thinking Decision making</p>	<p><b>CC:</b> Unit 1, Unit 2 and Unit 3</p> <p><b>Unit 3:</b> Communication Critical thinking Decision making</p> <p><b>Unit 14:</b> Communication Problem solving/decision making Time management Critical thinking</p> <p><b>Unit 23:</b> Communication Problem solving/decision making Critical thinking Analytical skills</p> <p><b>Unit 24:</b> Learners undertake structured work experience or work placements that develop skills and knowledge relevant to the qualification. Learners undertake project(s), exercises(s) and/or assessments/examination(s) set with input from industry practitioner(s). Learners take one or more units delivered or co-delivered by an industry practitioner(s). This could take the form of master classes or guest lectures. Industry practitioners operate as 'expert witnesses' and contribute to the assessment of a learner's work or practice, operating within a specified assessment framework. This may be a specific project(s), exercise(s) or examination(s), or all assessments for a qualification.</p>		
<b>Flagship Link</b>					
<b>Cross Curriculum Connections</b>					
<b>Resources to support learning</b>	<p>CC: <a href="https://www.ocr.org.uk/Images/324203-cloud-technology.pdf">https://www.ocr.org.uk/Images/324203-cloud-technology.pdf</a></p>	<p>CC: <a href="https://www.ocr.org.uk/Images/324203-cloud-technology.pdf">https://www.ocr.org.uk/Images/324203-cloud-technology.pdf</a></p>	<p>CC: <a href="https://www.ocr.org.uk/Images/324203-cloud-technology.pdf">https://www.ocr.org.uk/Images/324203-cloud-technology.pdf</a> <a href="https://drive.google.com/drive/folders/1dlHsltjdJCncemdxnDZzbxu">https://drive.google.com/drive/folders/1dlHsltjdJCncemdxnDZzbxu</a></p>		

	<p><a href="https://drive.google.com/drive/folders/1dIHsItidJCncemdxnDZzbxujCZoT2LZA">https://drive.google.com/drive/folders/1dIHsItidJCncemdxnDZzbxujCZoT2LZA</a></p> <p>Unit 3: <a href="https://www.ocr.org.uk/Images/267352-cyber-security.pdf">https://www.ocr.org.uk/Images/267352-cyber-security.pdf</a></p> <p><a href="https://drive.google.com/drive/folders/1KV80wYu5EyY7gaVZN68UziLHGhX1pEuV">https://drive.google.com/drive/folders/1KV80wYu5EyY7gaVZN68UziLHGhX1pEuV</a></p> <p>Unit 13: <a href="https://www.ocr.org.uk/Images/267364-social-media-and-digital-marketing.pdf">https://www.ocr.org.uk/Images/267364-social-media-and-digital-marketing.pdf</a></p> <p><a href="https://drive.google.com/drive/folders/1Mj0pywGu4Ae0rLFH6y2OvUL_giHnXS7O">https://drive.google.com/drive/folders/1Mj0pywGu4Ae0rLFH6y2OvUL_giHnXS7O</a></p> <p>Unit 15: <a href="https://www.ocr.org.uk/Images/267367-games-design-and-prototyping.pdf">https://www.ocr.org.uk/Images/267367-games-design-and-prototyping.pdf</a></p> <p><a href="https://drive.google.com/drive/folders/197jCwOhkOBCEp58tqQOs8d2mSMSS5qqb">https://drive.google.com/drive/folders/197jCwOhkOBCEp58tqQOs8d2mSMSS5qqb</a></p>	<p><a href="https://drive.google.com/drive/folders/1dIHsItidJCncemdxnDZzbxujCZoT2LZA">https://drive.google.com/drive/folders/1dIHsItidJCncemdxnDZzbxujCZoT2LZA</a></p> <p>Unit 3: <a href="https://www.ocr.org.uk/Images/267352-cyber-security.pdf">https://www.ocr.org.uk/Images/267352-cyber-security.pdf</a></p> <p><a href="https://drive.google.com/drive/folders/1KV80wYu5EyY7gaVZN68UziLHGhX1pEuV">https://drive.google.com/drive/folders/1KV80wYu5EyY7gaVZN68UziLHGhX1pEuV</a></p> <p>Unit 13: <a href="https://www.ocr.org.uk/Images/267364-social-media-and-digital-marketing.pdf">https://www.ocr.org.uk/Images/267364-social-media-and-digital-marketing.pdf</a></p> <p><a href="https://drive.google.com/drive/folders/1Mj0pywGu4Ae0rLFH6y2OvUL_giHnXS7O">https://drive.google.com/drive/folders/1Mj0pywGu4Ae0rLFH6y2OvUL_giHnXS7O</a></p> <p>Unit 15: <a href="https://www.ocr.org.uk/Images/267367-games-design-and-prototyping.pdf">https://www.ocr.org.uk/Images/267367-games-design-and-prototyping.pdf</a></p> <p><a href="https://drive.google.com/drive/folders/197jCwOhkOBCEp58tqQOs8d2mSMSS5qqb">https://drive.google.com/drive/folders/197jCwOhkOBCEp58tqQOs8d2mSMSS5qqb</a></p>	<p><a href="https://drive.google.com/drive/folders/1dIHsItidJCncemdxnDZzbxujCZoT2LZA">jCZoT2LZA</a></p> <p>Unit 3: <a href="https://www.ocr.org.uk/Images/267352-cyber-security.pdf">https://www.ocr.org.uk/Images/267352-cyber-security.pdf</a></p> <p><a href="https://drive.google.com/drive/folders/1KV80wYu5EyY7gaVZN68UziLHGhX1pEuV">https://drive.google.com/drive/folders/1KV80wYu5EyY7gaVZN68UziLHGhX1pEuV</a></p> <p>Unit 14: <a href="https://www.ocr.org.uk/Images/267365-software-engineering-for-business.pdf">https://www.ocr.org.uk/Images/267365-software-engineering-for-business.pdf</a></p> <p><a href="https://drive.google.com/drive/folders/1KM1352xwq45HYXfcjwEcJHtYicnhLGR-">https://drive.google.com/drive/folders/1KM1352xwq45HYXfcjwEcJHtYicnhLGR-</a></p> <p>Unit 23: <a href="https://www.ocr.org.uk/Images/324200-cognitive-computing.pdf">https://www.ocr.org.uk/Images/324200-cognitive-computing.pdf</a></p> <p><a href="https://drive.google.com/drive/folders/1ZTVsteg8DT3emTiHZOMT00To_t3b13FN">https://drive.google.com/drive/folders/1ZTVsteg8DT3emTiHZOMT00To_t3b13FN</a></p> <p>Unit 24: <a href="https://www.ocr.org.uk/Images/324202-enterprise-computing.pdf">https://www.ocr.org.uk/Images/324202-enterprise-computing.pdf</a></p> <p><a href="https://drive.google.com/drive/folders/1R34ifqvrBdzsGjH-wm6csok7JwZ4WwPj">https://drive.google.com/drive/folders/1R34ifqvrBdzsGjH-wm6csok7JwZ4WwPj</a></p>		
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