

Remote learning – Cambridge Technical Diploma in IT (winter term 2020)

These guidelines are for students studying Digital Information Technology – Year 10 & 11

		Resources available

The Duston school resources:

- 2020 Scenario for Combined Units 6 9 and 21 workbook
- Grade criteria 6, 9 & 21
- LMC Comments Project Learning Objectives 6, 9, 21
- Notes from missed lessons

Specification

<https://www.ocr.org.uk/qualifications/cambridge-technicals/information-technology/#level-3>

Other websites:

Product Development -

<http://www.bbc.co.uk/schools/gcsebitesize/design/graphics/evaluationictrev2.shtml>

<http://businesscasestudies.co.uk/syngenta/product-design-through-research-and-development/new-product-development.html>

Development methodologies - [https://www.cms.gov/research-statistics-data-and-systems/cms-information-](https://www.cms.gov/research-statistics-data-and-systems/cms-information-technology/xlc/downloads/selectingdevelopmentapproach.pdf)

[technology/xlc/downloads/selectingdevelopmentapproach.pdf](https://www.cms.gov/research-statistics-data-and-systems/cms-information-technology/xlc/downloads/selectingdevelopmentapproach.pdf)

Development life cycle - <http://www.yartoo.com.au/software.htm>

Development life cycle 2 - <http://www.dummies.com/how-to/content/project-management-how-to-define-project-constrain.html>

<https://www.unicon.net/about/articles/avoiding-iron-triangle>

Constraints - <http://www.dummies.com/how-to/content/project-management-how-to-define-project-constrain.html>

Implementation Methods

- https://computersciencewiki.org/index.php/Implementation_methods

Phases of a System Development Life Cycle -

http://oer.nios.ac.in/wiki/index.php/Phases_of_System_Development_Life_Cycle

Understanding the Stages of Requirements Analysis

- <https://www.brighthubpm.com/project-planning/97521-stages-of-requirements-analysis/>

Types of Software Maintenance - <https://ecomputernotes.com/software-engineering/types-of-software-maintenance>

Software development life cycle - <https://www.tutorialspoint.com/sdlc/index.htm>

Waterfall Model: What Is It and When Should You Use It?

- <https://airbrake.io/blog/sdlc/waterfall-model>

SDLC – Agile Model: https://www.tutorialspoint.com/sdlc/sdlc_agile_model.htm

A Comparison between Three SDLC Models: Waterfall, Spiral and Incremental

- <http://www.academia.edu/download/36637147/SDLC.pdf>

Iterative Model: What Is It and When Should You Use It?

- <https://airbrake.io/blog/sdlc/iterative-model>

Rapid Application Development Model: What Is It and When Should You Use It?

- <https://airbrake.io/blog/sdlc/rapid-application-development>

Prototyping Model - <https://searchcio.techtarget.com/definition/Prototyping-Model>

What is the Prototype Model – Advantages, Disadvantages and When to Use It?

- <http://tryqa.com/what-is-prototype-model-advantages-disadvantages-and-when-to-use-it/>

Constraints upon product development - <https://www.workfront.com/project-management/knowledge-areas/project-constraints> &

	<p>https://www.pmi.org/learning/library/six-constraints-enhanced-model-project-control-7294</p> <p>Domain name - https://www.website.com/beginnerguides/domainnames/8/1/What-is-a-domain-name?.ws</p> <p>Site map - https://www.techopedia.com/definition/5393/site-map</p> <p>Navigation bar - https://techterms.com/definition/navigation_bar</p>
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	Topic	Resources available
Year 11	User Interface Design Principles work booklet	<p>The Duston school resources:</p> <ul style="list-style-type: none"> • Exploring User Interface Design Principles work booklet • Exploring User Interface Design Principles PowerPoint • Notes from missed lessons <p>Oak National Academy learning:</p> <p>https://classroom.thenational.academy/units/it-and-the-world-of-work-c47e</p> <p>BBC bite size:</p> <p>https://www.bbc.co.uk/bitesize/guides/z2n9fcw/revision/1</p> <p>https://www.bbc.co.uk/bitesize/guides/zqg9q6f/revision/1</p> <p>https://www.bbc.co.uk/bitesize/guides/z8vrd2p/revision/1</p> <p>https://www.bbc.co.uk/bitesize/guides/z4s39j6/revision/1</p> <p>Other websites:</p> <p>https://www.usability.gov/what-and-why/user-interface-design.html</p> <p>https://en.wikipedia.org/wiki/Principles_of_user_interface_design</p> <p>http://bokardo.com/principles-of-user-interface-design/</p>