



DRAYTON MANOR HIGH SCHOOL

Year 10 End of Year Exam: Student guide
Cambridge National Information Technologies

Duration of paper	1 hour
Total marks for paper	50 marks
Structure of paper	Several multiple-choice questions and few extended answers to assess learning from throughout the year (including since closure).
Skills	<ul style="list-style-type: none"> • Phases of the project life cycle • Interaction and iteration • Inputs and outputs of each phase • Initial project considerations • Planning tools and software types • Data • Information • The methods used to collect data and store data/information • Different storage methods • The use of data, the applications and interaction of data-stores and the benefits and drawbacks

CAMB Information technologies PLC

	R	A	G
1.1 Phase of the project life cycle and the task carried out			
I can list the 4 phases of a project life cycle <input type="radio"/> I can explain each phase <input type="radio"/>			
I can identify the two main people involved in the project from the start of the project: <input type="radio"/> Their individual roles <input type="radio"/> what importance the role has on the project.			
I can explain what is meant by the 'end product ' and who it is for <input type="radio"/> which people and resources are needed to complete the project. <input type="radio"/>			
I can explain the timescale of the project and whether it is realistic. <input type="radio"/>			
I can identify the project requirements/needs <input type="radio"/>			
I can explain what is meant by success criteria <input type="radio"/>			
I can give examples of what is meant by legislative implications <input type="radio"/>			
I can describe the constraints of the project : <input type="radio"/> the restrictions that should be considered <input type="radio"/>			
1.2 The interaction and iteration between the phases of the project life cycle			
I can describe what is meant by iteration <input type="radio"/> and how it is used <input type="radio"/>			
I can explain what is meant by interaction <input type="radio"/> and how it is used <input type="radio"/>			
I can explain the main points about iteration and interaction			
I can explain why there are exceptions between the evaluation and initiation phase			
1.3 The inputs and outputs of each phase			
I can explain describe the OUPUT and INPUT for each phase of the project			
I can explain why the outputs are inputs for the next phases of the project			
I can describe why the user requirement is part of the input and to which phase of the project cycle it inputs into.			
I can select and use the appropriate inputs and outputs for each phase of my project R013.			

1.4 Initial project considerations			
I can explain why it is important to set objectives for any project.			
I can explain the consequences if the project objectives are not made			
I explain what the acronym SMART stands for			
I can explain what is meant by a Success Criteria <input type="radio"/> and that it should be measurable and allow the project manager to review progress <input type="radio"/> I can give examples of success criteria ie Colours/Font used.			
I can give examples of constraints/limitation which a client could provide			
1.5 Planning tools and the software types used to develop project plans			
I can explain what is meant by hardware			
I can give 3 examples of hardware.			
I can describe an ethernet network connection including the advantages and disadvantages			
I can explain the different presentation methods will required different hardware to view or access the resources <input type="radio"/> Presentation <input type="radio"/> Video Graphs/Charts <input type="radio"/> Tables <input type="radio"/> Integrated documents <input type="radio"/> End user documentation <input type="radio"/> Video Conference I can identify the software/s that is required when selecting the presentation method <input type="radio"/>			
I can explain if a resource is stored online/cloud the connectivity required			
I can explain why the size of resource must be considered when planning			
Learning outcome 3.1 Data			
I can describe what is data			
I can list the different data types : <input type="radio"/> Text <input type="radio"/> Alphanumeric <input type="radio"/> Real <input type="radio"/> Currency <input type="radio"/> Percentages <input type="radio"/> Fractions <input type="radio"/> decimals <input type="radio"/> Integer Date/time <input type="radio"/> Limited choice <input type="radio"/> object <input type="radio"/> Logical/Boolean			
Learning outcome 3.2 Information			
I can formula I can describe the difference between data and information I can describe one characteristic of data I can explain what is information			
Learning outcome 3.3 Methods use to collect and store data/information			
I can explain the different set of questions that are designed to collect data and information			
I can explain how information can be gathered using email			
I can explain how information can be gathered using sensor			
I can explain how information can be gathered using Interview			
I can explain how information can be gathered using Consumer panels			

