

Key Stage 5 (12)		
Course title: Level 3 Alternative Academic Qualification Cambridge Advanced National in Computing: Application Development		
Exam board: OCR		
Specification code: H129		
Autumn 1 (September-October)	Software and Hardware An introduction to new software and hardware that is required across the units of this course. For example: • Canva • Pixlr • PowerApps • Balsamiq • Cameras and tripods	F162: Designing and Communicating UX/UI solutions Principles of UX and UI design • Basics of UX and UI • Application end user considerations • UX/UI design principles • UX/UI design psychology • UX/UI experience • UX/UI interface design standardisation Plan UX/UI solutions • Requirements of UX/UI solutions • Tools and techniques
Autumn 2 (October-December)	F160: Fundamentals of Application Development Types of software used in application design • Programs and applications • Operating Systems • Application types and categories Software development • Models • Phases	F162: Designing and Communicating UX/UI solutions Design UX/UI solutions • Tools to represent UX/UI solutions • Tools to check UX/UI solution designs Communicate UX/UI solutions • Develop UX/UI solution showcases • Techniques to deliver UX/UI solution showcases Review and improve UX/UI solutions • Review the fitness for purpose • Improvements to UX/UI solutions • Review the processes used Preparations for NEA
Spring 1 (January-February)	F160: Fundamentals of Application Development Job roles and skills Planning application development projects • Considerations • Tools Application design scoping • Gathering client requirements	F162: Designing and Communicating UX/UI solutions Preparation for NEA Start NEA

	• Client requirement specifications • Decomposition methods Human computer interface and interaction • HCI and devices • Design considerations • Design documents and diagrams	
Spring 2 (February-March)	F160: Fundamentals of Application Development Preparation for external assessment	F162: Designing and Communicating UX/UI solutions Complete NEA
Summer 1 (April-May)	F160: Fundamentals of Application Development Final preparations for external assessment External assessment	F162: Designing and Communicating UX/UI solutions Improvements to NEA Submission for moderation F163: Game Development Introduction to unit content and assessment methods
Summer 2 (May-July)	F163: Game Development Game Design • Types and genres of digital games • Principles of game design Plan and design high-fidelity game prototypes • Game design documents • Game planning and design tools Create high-fidelity game prototypes • Tools and techniques to source and prepare assets • Technical skills to create game environments and game functionality Test high-fidelity game prototypes Review and improve high-fidelity game prototypes • Techniques to review the fitness for purpose of game prototypes • Improvements to, and further developments for, game prototypes Preparation for NEA Start NEA (Design)	