**6th Form Transition Pack**

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| Qualification | **OCR: Application Development**  The OCR Level 3 Cambridge Advanced National in Computing: Application Development is a modern, applied qualification that blends creativity with technical computing skills.  It focuses on the practical and theoretical aspects of developing digital applications, from understanding how software is designed to building and testing your apps, games, and websites. This course is ideal for students who want to learn through doing, problem-solving, and creating real digital products. |
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| Exam board and link | OCR – [Website Link](https://www.ocr.org.uk/qualifications/cambridge-advanced-nationals/computing-application-development-level-3-h029-h129/#extended-certificate) |
| Specification details | OCR Level 3 Alternative Academic Qualification Cambridge Advanced National in Computing: Application Development |
| Recommended online learning | **General Computing & App Development**   1. **BBC Bitesize – Computing (KS5)**    * <https://www.bbc.co.uk/bitesize/subjects/z34k7ty>   *Covers fundamentals of software, data, and development in a clear and visual way.*   1. **W3Schools – Programming and Web Basics**    * <https://www.w3schools.com> *Beginner-friendly tutorials for HTML, CSS, JavaScript, and more.* 2. **GeeksforGeeks – App Development Tutorials**    * <https://www.geeksforgeeks.org/category/programming/app-development/> *Practical articles on app development across platforms*   **UX/UI Design**   1. **UX Planet – UX for Beginners**    * https://uxplanet.org/ux-beginners-guide *Guides on user experience principles, prototyping, wireframing, and research.* 2. **Smashing Magazine – UI/UX Articles**    * https://www.smashingmagazine.com/category/uxdesign *In-depth and industry-relevant articles for students ready to deepen their UI/UX skills.*   **Game Development**   1. **GameDev.net**    * <https://www.gamedev.net> *Community, tutorials, and discussions on designing and developing games.* 2. **Unity Learn – Free Game Dev Learning**    * https://learn.unity.com *Interactive tutorials and beginner pathways to create your own games.*   **Web Development**   1. **Mozilla Developer Network (MDN) Web Docs**    * <https://developer.mozilla.org/en-US/> *Professional-grade but student-accessible documentation for web technologies.* 2. **CodePen – Web Design Inspiration and Practice**    * <https://codepen.io> *Create and test live web projects, view examples from other developers.* |
| Recommended reading list | **Some potential website have been listed below that might help you.**  Cambridge Advanced National in Computing: Application Development Student Book  Covers Units F160, F161, F162  [Link to book](https://www.cambridge.org/gb/education/subject/cambridge-advanced-nationals/cambridge-advanced-national-aaq-computing-application-development) |

**🎯 F160 TRANSITION TASKS 🎯**

A diagram of a plan

AI-generated content may be incorrect.**🧠 Task 1: “Dissect an App” – Application Autopsy🧠**

**Links to F160 Topic Areas: 1 (Types of Software), 4 (Scoping), 5 (UI), 6 (Job Roles)**

Choose an app you use daily (e.g. Snapchat, Spotify, Duolingo, WhatsApp). *Investigate it using the questions below.*

* What kind of application is it? (e.g. Entertainment, Productivity, Lifestyle)

Answer:

* What devices does it work on? What OS?

Answer:

* What’s the difference between the **application** and the **programs** it depends on?

Answer:

* Is it **open source**, **closed**, **off-the-shelf**, or **bespoke**?

Answer:

* What job roles might have worked on this app?

Answer:

* What UI elements make it easy (or hard) to use?

Answer:

🟢 *Why it works:* It's rooted in the F160 theory but lets them analyse what they already know and use.

A person standing next to a screen

AI-generated content may be incorrect.**🗂️ Task 2: “Plan the App of Tomorrow”🗂️**

**Links to F160 Topic Areas: 2 (Dev Models), 3 (Planning), 4 (Requirement Scoping)**

Invent a brand new app idea and map out the early planning phase like a real developer.

**Instructions:**

* What does your app do? Who’s it for?

Answer:

* + 3 **functional** requirements with explanation linking to the context

Answer:

* + 2 **non-functional** requirements with explanation linking to the context

Answer:

* + 2 possible **constraints** with explanation linking to the context (e.g. budget, time)

Answer:

🟢 *Why it works:* It lets pupils be creative but introduces key planning tools and dev model theory early on.

**A person and person standing next to a smartphone

AI-generated content may be incorrect.**

**👁️ Task 3: “UX Breakdown: Why This App Works”👁️**

**Links to F160 Topic Areas: 5 (HCI & Visual Design), 6 (Job Roles), plus overlaps with F162 UX/UI Design)**

Pick an app and analyse its user interface and interaction.

**Instructions:**

* What kind of **HCI** does it use? (e.g. gesture, voice, touch)
* Which devices is it optimised for?
* Identify 3 **visual design choices** (colour, typography, layout) and explain why they work.
* Draw or annotate a screenshot showing what makes the interface effective.
* Which job roles would have worked on this part?

🟢 *Why it works:* Pupils start learning about UX/UI and human-computer interaction in a real-world context.

**Task 4: 🎮 3. UX Review🎮**

Choose an app or website and review the user interface (UI).  
Include:

* What makes it easy (or hard) to use?
* What kind of interaction does it use (touch, voice, etc.)?
* How are colours, text, and layout used to help the user?

🟢 *Why it works:* Pupils start learning about UX/UI and human-computer interaction in a real-world context.🟢