

## Year 7 Digital Technologies (Semester 1 or 2)

### Achievement

By the end of Year 8\*, students distinguish between different types of networks and defined purposes. They explain how text, image and audio data can be represented, secured and presented in digital systems. Students plan and manage digital projects to create interactive information. They define and decompose problems in terms of functional requirements and constraints. Students design user experiences and algorithms incorporating branching and iterations, and test, modify and implement digital solutions. They evaluate information systems and their solutions in terms of meeting needs, innovation and sustainability. They analyse and evaluate data from a range of sources to model and create solutions. They use appropriate protocols when communicating and collaborating online. ACARA Achievement is described in two-year bands.

### Assessment Criteria

An overall level of achievement in this subject is determined by the teacher's on-balance judgment of the evidence presented in students' summative assessment across the following:

- Knowledge and Understanding: digital systems and representation of data
- Processes and Production Skills: collecting, managing and creating data, defining, implementing, evaluating, collaborating and managing

### Delivery (mode, time requirements, lessons)

Students have access to scheduled lessons each week. Lessons are delivered via the online learning management system. Students are also expected to undertake independent study on their program to complete lessons, tasks and assessment in accordance with the Work Rate Calendar.

### Student Requirements

Computer/Laptop, Software, reliable internet connection with ample download, Microsoft Office. Due to the nature of this course, there is no printed or disc copy. Students will be required to sign up to some online resources.

Units and Learning Experiences, Summative Assessment, Criteria Assessed, Approximate timing/due date of summative assessment		
Semester 1 or 2	Module 1	<b>Creating an App or Game</b> Students will plan and design a digital solution to a real-world problem in the form of an app or game. Core frameworks: <ul style="list-style-type: none"><li>• Problem solving process for programming</li><li>• Sequencing and program flow</li><li>• Abstraction for programming</li><li>• Common programming structures; variables, conditionals and functions</li></ul>
		<b>Summative assessment:</b> <ul style="list-style-type: none"><li>• Project folio of working programs and final assessment task.</li></ul>
	Module 2	<b>Cyber Safety</b> <ul style="list-style-type: none"><li>• Students will create a PowerPoint infomercial to communicate to the target audience the importance of being a good net citizen – Netizen. This will include information on bullying, social media, security and networks.</li></ul>
		<b>Summative assessment:</b> <ul style="list-style-type: none"><li>• Infomercial</li></ul>

**Disclaimer** All of the above information is accurate at the time of development.