

Year 7 Digital Technologies Semester 2 Overview 2018

Week	Unit	Learning Focus	Sub-strand
1-5	Programming	<ul style="list-style-type: none"> Identifying the features of a successful animation Using a storyboard template to design an animation in collaboration with another student using Office 365 Creating an animation collaboratively Using feedback to modify the animation 	<p>Design the user experience of a digital system, generating, evaluating and communicating alternate designs. (VCDTCD041)</p> <p>Design algorithms represented diagrammatically and in English, and trace algorithms to predict output for a given input and to identify errors. (VCDTCD042)</p> <p>Develop and modify programs with user interfaces involving branching, iteration and functions using a general purpose programming language. (VCDTCD043)</p>
6-10	Project Management	<ul style="list-style-type: none"> Designing and creating a logo using a drawing tablet and stylus along with appropriate software, to meet the key design criteria Preparing a spreadsheet using MS Excel which incorporates use of the Auto-sum function and formula tool Using information obtained ethically and from reputable sources to create a pamphlet using MS Word 	<p>Analyse and visualise data using a range of software to create information, and use structured data to model objects or events (VCDTDI038)</p>
Term 4 1-4	Decomposing a real world problem	<ul style="list-style-type: none"> Identification and representation of the relationships or interactions between the different sub elements of a game/app/site for which an issue exists in relation to its use Proposal of a solution to the problem 	<p>Define and decompose real-world problems taking into account functional requirements and sustainability (economic, environmental, social), technical and usability constraints (VCDTCD040)</p>
5-10	Digital Portfolio	<ul style="list-style-type: none"> Creating a digital portfolio of tasks completed in 2017 at ASC, using Office 365 	<p>Manage, create and communicate interactive ideas, information and projects collaboratively online, taking safety and social contexts into account (VCDTDI039)</p>