

YEAR 10 INFORMATION TECHNOLOGY WORK PLAN: Semester 1, 2017 – Ricky Sinclair



UNIT	TERM 1 TOPICS	ASSESSMENT	DUE DATE
	<p>Java Script Programming – Game Design</p> <p><i>Students will learn C# programming to create a 3D interactive game using Unity 3D</i></p> <p>Analyse and visualise data to create information and address complex problems; and model processes, entities and their relationships using structured data</p> <p>Precisely define and decompose real-world problems, taking into account functional and non-functional requirements and including interviewing stakeholders to identify needs</p> <p>Design the user experience of a digital system, evaluating alternative designs against criteria including functionality, accessibility, usability, and aesthetics</p> <p>Design algorithms represented diagrammatically and in structured English and validate algorithms and programs through tracing and test cases</p> <p>Implement modular programs, applying selected algorithms and data structures including using an object-oriented programming language</p>	<p>Design, develop and evaluate a 3D game using Unity 3D</p>	<p>Hand out Week 6</p> <p>Monitor Week 8</p> <p>Due Week 10:</p> <p>Wednesday 29th of March Lesson 1</p>
UNIT	TERM 2 TOPICS	ASSESSMENT	DUE DATE
	<p>App Design – MIT App Inventor</p> <p><i>Students will learn the fundamentals of Android App Design using MIT App Inventor</i></p> <p>Analyse and visualise data to create information and address complex problems; and model processes, entities and their relationships using structured data</p> <p>Precisely define and decompose real-world problems, taking into account functional and non-functional requirements and including interviewing stakeholders to identify needs</p> <p>Design algorithms represented diagrammatically and in structured English and validate algorithms and programs through tracing and test cases</p> <p>Implement modular programs, applying selected algorithms and data structures including using an object-oriented programming language</p>	<p>Design, develop and evaluate an App based upon client needs</p>	<p>Hand out Week 5</p> <p>Monitor Week 8</p> <p>Due Week 9:</p> <p>Wednesday 14th of June Lesson 5</p>

This work plan was last updated on Wednesday, 1 February 2017. The contents are subject to change – students will be advised in advance of any changes - regularly check for updates.