DURATION OF SUBJECT	One Semester	
FINANCIAL COMMITMENT	REFER TO PROPOSED FEE SCHEDULE	
COURSE REQUIREMENTS	Students require a laptop and access to the internet.	

COURSE CONTENT

UNIT 1	ASSESSMENT
My First Website! In this unit students will use mark-up language and style sheets to design and create a prototype webpage. For example, students will design a website to create market awareness of a new bakery. Learning opportunities will include: • examining existing websites • studying the agile software development cycle used in real-world projects • exploring and evaluating examples of solutions developed using big data, such as in meteorology, transportation and government. Students will apply a range of skills and processes when creating digital solutions. They will: • apply computational thinking skills including abstraction and specification to address complex problems • design the user experience of a solution for a data-driven webpage or web app using storyboards and mock-ups • use diagrams (flowcharts) and structured English (pseudocode) to design • plan and manage a client-based software development project using an iterative project development cycle. Throughout the unit, ensure all students have opportunities to develop their higher-order thinking skills. Students develop skills in thinking when they are encouraged to reflect, inquire, generate, and analyse, synthesise and evaluate. Resources that support higher-order thinking skills: Helpful information - *Higher-order thinking skills Years P-9* https://learningplace.eq.edu.au/cx/resources/items/9bd81b3a-7e0f-4031-b685-85cdd806fd89/0/Higher_Order_Thinking.html	**Project Journal** Word Document: 300-400 words **Prototype App** HTML & CSS: 3 pages
UNIT 2	ASSESSMENT
My Meme Magazine Students will create an interactive digital magazine that will explore a topic of their choice. Throughout the unit, students will follow the workflow of designing a magazine from start to finish. Their final product will include, imagine creation, compilation according to design principles and trending aesthetics, a short animation, and data analysis and visualisation. In this unit, students will explore a variety of production techniques, software for visual creation, software for data analysis, the interaction of hardware and software, and compression techniques. Learning opportunities in the unit will comprise of: **Content** 1. The interaction between hardware and software 2. Data Compression **Processes** 1. Basic editing techniques of images (Adobe Photoshop) 2. Compiling of data/objects (Adobe InDesign) 3. Interactive Communication (Adobe Character Animate) 4. Data Analysis, basic functions and techniques (Microsoft Excel)	**Magazine** PDF file: 3 pages **Edit Images** JPEG & PNG: 9 images **Layout File** .indd file **Animation** Video: 30 sec

CAREER PATHWAYS

Fine Arts – Graphic Design | Fashion Design | Game Design | Data Visualisation

Computer Development - Programmer

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