



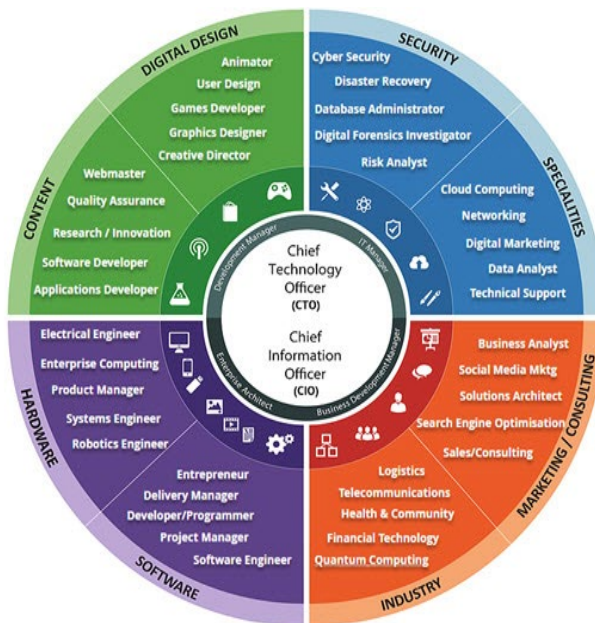
DURATION OF SUBJECT	ONE SEMESTER
FINANCIAL COMMITMENT	REFER TO FEE SCHEDULE
COURSE REQUIREMENTS	A laptop with charger is essential - students need to have access to the internet.

COURSE CONTENT

UNIT 1	ASSESSMENT
<p>Arigato Mr Roboto</p> <p>Students will be introduced to the micro: bit as an input, process, output device that can be programmed. Pupils will familiarise themselves with the device itself and the programming environment, before creating their own programs. They will then run their programs on the device. Students will create a program to run on a controllable device. They will apply their knowledge of programming to a new environment.</p> <p>They will test their program on an emulator. They will transfer their program to a controllable device.</p>	Project

UNIT 2	ASSESSMENT
<p>Your Craft and Minecraft</p> <p>Students demonstrate knowledge and understanding of data representation and apply skills in defining, designing, implementing and evaluating a digital solution using Minecraft Education Edition, while utilising a general-purpose programming language (Block coding, CCS, Python).</p> <p>In this unit students will:</p> <ul style="list-style-type: none"> Explain how text, image and audio data can be represented, secured and presented in digital systems. Plan and manage digital projects to create interactive information. Design user experiences and algorithms incorporating branching and iterations, and test, modify and implement digital solutions. 	Project

CAREER PATHWAYS



FIND OUT MORE	<p>https://www.digitaltechnologieshub.edu.au/families/careers</p> <p>https://insiderguides.com.au/careers-future-digital-media/</p>
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