



DURATION OF SUBJECT	ONE SEMESTER											
FINANCIAL COMMITMENT	REFER TO FEE SCHEDULE											
COURSE REQUIREMENTS	Students require a laptop and access to the internet.											
COURSE CONTENT												
UNIT 1	ASSESSMENT											
<p>My First Website!</p> <p>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:</p> <p>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.</p> <p>Students will apply a range of skills and processes when creating digital solutions. They will:</p> <p>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.</p> <p>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:</p> <p>Helpful information - <i>Higher-order thinking skills Years P-9</i> https://learningplace.eq.edu.au/cx/resources/items/9bd81b3a-7e0f-4031-b685-85cdd806fd89/0/Higher_Order_Thinking.html</p>	<p>Project Journal</p> <p>Word Document: 300-400 words</p> <p>Prototype App</p> <p>HTML & CSS: 3 pages</p>											
UNIT 2	ASSESSMENT											
<p>My Meme Magazine</p> <p>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.</p> <p>Learning opportunities in the unit will comprise of:</p> <table border="0"> <thead> <tr> <th>Content</th> <th>Processes</th> </tr> </thead> <tbody> <tr> <td>1. The interaction between hardware and software</td> <td>1. Basic editing techniques of images (Adobe Photoshop)</td> </tr> <tr> <td>2. Data Compression</td> <td>2. Compiling of data/objects (Adobe InDesign)</td> </tr> <tr> <td></td> <td>3. Interactive Communication (Adobe Character Animate)</td> </tr> <tr> <td></td> <td>4. Data Analysis, basic functions and techniques (Microsoft Excel)</td> </tr> </tbody> </table>	Content	Processes	1. The interaction between hardware and software	1. Basic editing techniques of images (Adobe Photoshop)	2. Data Compression	2. Compiling of data/objects (Adobe InDesign)		3. Interactive Communication (Adobe Character Animate)		4. Data Analysis, basic functions and techniques (Microsoft Excel)	<p>Magazine</p> <p>PDF file: 3 pages</p> <p>Edit Images</p> <p>JPEG & PNG: 9 images</p> <p>Layout File</p> <p>.indd file</p> <p>Animation</p> <p>Video: 30 sec</p>	
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CAREER PATHWAYS												
<p>Fine Arts – Graphic Design Fashion Design Game Design Data Visualisation</p> <p>Computer Development - Programmer</p>												
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