

Year 10 Digital Technologies

Work rate calendar (WRC) 2025

Term 1

All students are expected to participate in all online lessons and complete all assessment as outlined in this **Work rate calendar**.

Teachers may adjust topics, class work, assessment and submission dates. Adjustments will be communicated via QLearn or during lessons.

Assessment	
Supervised assessment	Summative exams are to be supervised by the student's official exam supervisor.
Non-supervised assessment	Students must sign declaration of academic integrity.

Week	Dates	Unit	Topic	Class work / Assessment to be submitted
1	27 Jan – 31 Jan	Unit 1: Networks, Data and Security	Monday 27 January — Australia Day Holiday	Networks task
			Tuesday 28 January – Welcome calls: Years Prep–12	
			Wednesday 29 January – Learning for success: Years Prep–12	
			Introduction to Digital Technology Get to know the class and the subject Network Concepts Review	
2	3 Feb – 7 Feb		Understanding Cyber Threats CIA Threats Users	Grok Learning Unit 1
			Modelling Cyber Threats PII Threats	Grok Learning Unit 2
3	10 Feb – 14 Feb		Mitigating Cyber Threats and Risk Analysis Passwords Encryption Firewalls	Grok Learning Unit 3
4	17 Feb – 21 Feb		Assessment portfolio Network Analysis	
5	24 Feb – 28 Feb		Data Organisation and Visualisation Spreadsheets Formulas and Function Graphing	Excel Activities SA1 Checkpoint
			Data Privacy Data Privacy Data Analysis and Visualisation	SA1 Draft
6	3 Mar – 7 Mar	Assessment portfolio Apply teacher feedback		
7	10 Mar – 14 Mar	Introduction to Game Development Design Thinking Game Genres Set up Coding Environments	SA1 Final – due Monday	
		Assessment portfolio Apply teacher feedback		
8	17 Mar – 21 Mar	Introduction to Game Development Design Thinking Game Genres Set up Coding Environments	SA1 Final – due Monday	
		Assessment portfolio Apply teacher feedback		
9	24 Mar – 28 Mar	Introduction to Game Development Design Thinking Game Genres Set up Coding Environments	SA1 Final – due Monday	
		Assessment portfolio Apply teacher feedback		
10	31 Mar – 4 Apr	Thursday 3 April — Cross country / Fun run: Prep – Year 12		
		Introduction to Game Development Using Code Tutorials Code Tutorial 1 – Gem Catcher		

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Term 2

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Assessment

Supervised assessment Summative exams are to be supervised by the student's official exam supervisor.

Non-supervised assessment Students must sign declaration of academic integrity.

Week	Dates	Unit	Topic	Class work / Assessment to be submitted
1	21 Apr – 25 Apr	Unit 2: Game Development	Monday 21 April — Easter Monday	
			Friday 25 April — Anzac Day	
Generating Code				
Code Tutorial 2 – Ninja Runner				
2	28 Apr – 2 May		Generating Code	
			Code Tutorials – Catch Up/Extension Game Showcase	
3	5 May – 9 May		Monday 5 May — Labour Day	
			Project Management	
			Collaboration Skills Project and File Management Brainstorming – Generating Ideas	
4	12 May – 16 May		Problem Analysis	
		Australian Themes Game Requirements Project Management Evaluation and Reflection		
		Solution Synthesis		
		Base Game Development	Checkpoint – due Monday	
6	26 May – 30 May	Generating Prototypes		
		Game Adaptation Project Management		
7	2 Jun – 6 Jun	Evaluating Games		
		Evaluation and Reflection Project Management	SA2 Draft	
8	9 Jun – 13 Jun	Evaluating Games		
		Applying Feedback Project Management		
9	16 Jun – 20 Jun	Evaluating Games		
		Game Showcase Extension Activities	SA2 Final – due Monday	
10	23 Jun – 27 Jun	Friday 27 June — Athletics carnival / Sports day: Prep – Year 12		
		Extension Activities		
		Extension Activities		

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Term 3

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Assessment				
Supervised assessment	Summative exams are to be supervised by the student's official exam supervisor.			
Non-supervised assessment	Students must sign declaration of academic integrity.			
Week	Dates	Unit	Topic	Class work / Assessment to be submitted
1	14 Jul – 18 Jul	Unit 1: Networks, Data and Security	Introduction to Digital Technology Get to know the class and the subject Network Concepts Review	Networks task
2	21 Jul – 25 Jul		Understanding Cyber Threats CIA Threats Users	Grok Learning Unit 1
3	28 Jul – 1 Aug		Wednesday 30 July – Friday 1 August — SET plan meetings: Year 10 Modelling Cyber Threats PII Threats	Grok Learning Unit 2
4	4 Aug – 8 Aug		Mitigating Cyber Threats and Risk Analysis Passwords Encryption Firewalls	Grok Learning Unit 3
5	11 Aug – 15 Aug		Wednesday 13 August — Royal Queensland (Ekka) Show Holiday Assessment portfolio Network Analysis	Excel Activities
6	18 Aug – 22 Aug		Data Organisation and Visualisation Spreadsheets Formulas and Function Graphing	SA1 Checkpoint
7	25 Aug – 29 Aug		Data Privacy Data Privacy Data Analysis and Visualisation	SA1 Draft
8	1 Sept – 5 Sept		Friday 5 September — Student free day Assessment portfolio Apply teacher feedback	
9	8 Sept – 12 Sept		Game Design Design Thinking Game Genres Set up Coding Environments	SA1 Final – due Monday
10	15 Sept – 19 Sept		Wednesday 17 September — Connect day: Years 9–10 Introduction to Game Development Using Code Tutorials Code Tutorial 1 – Gem Catcher	

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Term 4

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Assessment				
Supervised assessment		Summative exams are to be supervised by the student's official exam supervisor.		
Non-supervised assessment		Students must sign declaration of academic integrity.		
Week	Dates	Unit	Topic	Class work / Assessment to be submitted
1	6 Oct – 10 Oct	Unit 2: Game Development	Monday 6 October — King's Birthday Holiday	
			Generating Code	
Code Tutorial 2 – Ninja Runner				
2	13 Oct – 17 Oct		Generating Code	
			Code Tutorials – Catch Up/Extension Game Showcase	
3	20 Oct – 24 Oct		Monday 20 October – Wednesday 22 October — School camp: Years 9-10	
			Project Management	
			Collaboration Skills Project and File Management Brainstorming – Generating Ideas	
4	27 Oct – 31 Oct	Problem Analysis		
		Australian Themes Game Requirements Project Management Evaluation and Reflection		Checkpoint Submit project plan
		Solution Synthesis		
		Base Game Development		
5	3 Nov – 7 Nov			
6	10 Nov – 14 Nov	Generating Prototypes		
		Game Adaptation		
7	17 Nov – 21 Nov	Friday 21 November — Aquatic carnival: Prep – Year 11		
		Evaluating Games		
		Evaluation and Reflection Project Management Applying Feedback		SA2 Draft – due Monday
8	24 Nov – 28 Nov	Friday 28 November — Final day: Years 10–11		
		Refining Games		
		Applying Feedback Project Management		SA2 Final – due Friday