BrisbaneSDE

Year 10 Digital Technologies
Work rate calendar (WRC) 2024   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	22 Jan – 26 Jan		Monday 22 January — Welcome calls for students: Prep – Year 12 Wednesday 24 January — Learning for success: Prep – Year 12 Friday 26 January — Australia Day Holiday **Introduction to Digital Technology** Get to know the class and the subject. Hardware and software.	**Hardware & Software task**
2	29 Jan – 2 Feb		**Communicating through networks** How do networks operate? How does the Internet operate? Understanding Cyber Threats – start the Grok Learning Challenge	**Network task**
3	5 Feb – 9 Feb		Friday 9 February — Senior orientation day: Years 10–12 **Understanding Cyber Threats** What is Personally Identifiable Information? How do we protect PII?	**Grok Learning Unit 1**
4	12 Feb – 16 Feb	Unit 1: Networks and Security	**Modelling Cyber Threats** Network components Australian Privacy Principles Network attacks	**Grok Learning Unit 2**
5	19 Feb – 23 Feb		**Minimising the effects of Cyber Threats** Managing network access Managing risks	**Grok Learning Unit 3**
6	26 Feb – 1 Mar		**Encryption** How to hide your data from hackers.	**Progress check**
7	4 Mar – 8 Mar		**Decryption** How hackers attack encrypted data.	
8	11 Mar – 15 Mar		**Data visualisation and privacy** Make data understandable and appealing.	**SA1 Draft** Friday, March 15
9	18 Mar – 22 Mar		**Completing assessment portfolio** Apply teacher feedback	
10	25 Mar – 29 Mar		Thursday 28 March — Cross country / Fun run: Prep – Year 12 Friday 29 March — Good Friday **Final assessment submission** Revise and complete assessment.	**SA1 Final** Due Thursday, March 29

LEGEND	Class work — send-in	Summative assessment	Exam block	School events	Public holidays	Student free day

Year 10 Digital Technologies
Work rate calendar (WRC) 2024 — Term 2

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	15 Apr – 19 Apr		**Introduction to game development.** Investigate elements of game design. Install and set up gaming environment.	
2	22 Apr – 26 Apr		Thursday 25 April — Anzac Day **How to use PyGameZero** Adding sprites and movement. Variables, loops and conditions.	
3	29 Apr – 3 May		**Object-Oriented programming** Objects in Gaming. Functions and methods	
4	6 May – 10 May	Unit 2: Game Development	Monday 6 May — Labour Day **Collaboration and planning** Defining requirements. Game options. Project planning	**Checkpoint** Submit project plan
5	13 May – 17 May		**Create the game basis** Base game tutorials. Review project management and collaboration.	
6	20 May – 24 May		**Base game development** Develop base game. Review project management and collaboration.	**SA2 Draft** Due Friday May 24
7	27 May – 31 May		**Game modification** Modify base game to suit design context. Review project management and collaboration. Apply teacher feedback on drafts.	
8	3 Jun – 7 Jun		**Game modification** Modify base game to suit design context. Review project management and collaboration. Testing and evaluation.	**SA2 Final** Due Friday June 7
9	10 Jun – 14 Jun		**Extend and refine** Develop game in other platforms.	
10	17 Jun – 21 Jun		Friday 21 June — Athletics carnival / Sports day: Prep – Year 12 **Extend and refine** Develop game in other platforms.	

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LEGEND	Class work — send-in	Summative assessment	Exam block	School events	Public holidays	Student free day

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Year 10 Digital Technologies
Work rate calendar (WRC) 2024   Term 3

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	8 Jul – 12 Jul		**Introduction to Digital Technology** Get to know the class and the subject. Hardware and software.	**Hardware & Software task**
2	15 Jul – 19 Jul		**Communicating through networks** How do networks operate? How does the Internet operate? Understanding Cyber Threats – start the Grok Learning Challenge	**Network task**
3	22 Jul – 26 Jul	Unit 1: Networks and Security	Wednesday 24 July – Friday 26 July — SET plan meetings: Year 10 **Understanding Cyber Threats** What is Personally Identifiable Information? How do we protect PII?	**Grok Learning Unit 1**
4	29 Jul – 2 Aug		**Modelling Cyber Threats** Network components Australian Privacy Principles Network attacks	**Grok Learning Unit 2**
5	5 Aug – 9 Aug		**Minimising the effects of Cyber Threats** Managing network access Managing risks	**Grok Learning Unit 3**
6	12 Aug – 16 Aug		Wednesday 14 August — Royal Queensland (Ekka) Show Holiday **Encryption** How to hide your data from hackers	**Progress check**
7	19 Aug – 23 Aug		**Decryption** How hackers attack encrypted data.	
8	26 Aug – 30 Aug		Friday 30 August — Student free day **Data visualisation and privacy** Make data understandable and appealing.	**SA1 Draft** Friday, August 30
9	2 Sept – 6 Sept		**Completing assessment portfolio** Apply teacher feedback	
10	9 Sept – 13 Sept		Friday 13 September — Connect excursion: Years 10–12 **Final assessment submission** Revise and complete assessment.	**SA1 Final** Due Thursday, September 12

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LEGEND	Class work — send-in	Summative assessment	Exam block	School events	Public holidays	Student free day

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Year 10 Digital Technologies
Work rate calendar (WRC) 2024   Term 4

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	30 Sept – 4 Oct		**Introduction to game development.** Investigate elements of game design. Install and set up gaming environment.	
2	7 Oct – 11 Oct		Monday 7 October — King's Birthday Holiday **How to use PyGameZero** Adding sprites and movement. Variables, loops and conditions.	
3	14 Oct – 18 Oct		Monday 14 October – Wednesday 16 October — School camp: Years 9–10 **Object-Oriented programming** Objects in Gaming. Functions and methods	
4	21 Oct – 25 Oct	Unit 2: Game Development	**Collaboration and planning** Defining requirements. Game options. Project planning	**Checkpoint** Submit project plan
5	28 Oct – 1 Nov		**Create the game basis** Base game tutorials. Review project management and collaboration.	
6	4 Nov – 8 Nov		**Base game development** Develop base game. Review project management and collaboration.	**SA2 Draft** Due Friday November 8
7	11 Nov – 15 Nov		**Game modification** Modify base game to suit design context. Review project management and collaboration. Apply teacher feedback on drafts.	
8	18 Nov – 22 Nov		Friday 22 November — Aquatic carnival: Prep – Year 11 Friday 22 November — Final day: Years 10–11 **Game modification** Modify base game to suit design context. Review project management and collaboration. Testing and evaluation.	**SA2 Final** Due Friday November 22

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LEGEND	Class work — send-in	Summative assessment	Exam block	School events	Public holidays	Student free day

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