

Varsity College Year 10 Digital Solutions – Semester 1, 2024

Week	Date	Topics	Assessment
1	22-26 January O-Week Australia Day PH Fri	<ul style="list-style-type: none"> O-Week 	
2	29 Jan-2 Feb	<ul style="list-style-type: none"> Investigate robotics Overview of VEX IQ parts and components Build a basic robot using VEX IQ parts Build a robotic arm and test movement 	
3	5-9 February Swimming Carnival - Thurs	<ul style="list-style-type: none"> Introduction to programming concepts such as loops and conditional statements Programming basic robot movement using python 	Assessment handed out
4	12-16 February	<ul style="list-style-type: none"> Introduction to various sensors available for VEX IQ Building and programming a robot to use a distance sensor 	
5	19-23 February	<ul style="list-style-type: none"> Introduction to advanced programming concepts such as functions and variables Programming a robot to perform multiple tasks using functions Introduction to autonomous programming 	
6	26 Feb-1 Mar GC24 - Wednesday	<ul style="list-style-type: none"> Introduction to autonomous programming Programming a robot to perform tasks autonomously Design robot and code for final solution 	
7	4-8 March	<ul style="list-style-type: none"> Test and refine solution Document solution process 	
8	11-15 March	<ul style="list-style-type: none"> Test and refine solution Complete documentation of development process 	Project Lesson 3
9	18-22 March GC24 - Thursday	<ul style="list-style-type: none"> Review and refine final solution 	
10	25-29 March Good Friday PH	<ul style="list-style-type: none"> Review and refine final solution 	
School holidays: Friday March 29 - Sunday April 14			
1	15-19 April Cross Country - Wed	<ul style="list-style-type: none"> Game Design Elements 	
2	22-26 April GC24 - Tuesday Anzac Day PH - Thurs	<ul style="list-style-type: none"> Game Canvas Game Components Game Controllers 	
3	29 Apr-3 May	<ul style="list-style-type: none"> Game Obstacles Game Score 	Assessment handed out
4	6-10 May Labour Day PH - Mon	<ul style="list-style-type: none"> Game Images Games Sound 	
5	13-17 May	<ul style="list-style-type: none"> Game Gravity Game Bouncing 	
6	20-24 May	<ul style="list-style-type: none"> Game Rotation Game Movement 	
7	27-31 May	<ul style="list-style-type: none"> Test and refine final solution Complete documentation of development process 	
8	3-7 June	<ul style="list-style-type: none"> Test and refine final solution Complete documentation of development process 	Project Lesson 3
9	10-14 June GC24 - Wednesday	<ul style="list-style-type: none"> Review and refine final solution 	
10	17-21 June Athletics Carnival - Thurs	<ul style="list-style-type: none"> Review and refine final solution 	
School holidays: Saturday June 22 - Sunday July 7			