Varsity College
Year 7 Digital Technology Semester 1, 2023

Week	Date	Topics	Assessment
1	23-27 January **Australia Day PH - Thurs**	Installation of Scratch Game design investigation Character investigation, design and drawing	
2	30 Jan – 3 Feb **Swimming Carnival - Mon**	Installation of Scratch Game design investigation Character investigation, design and drawing	
3	6-10 February	Research and development of a scratch game plan in the form of an annotated, hand drawn story board	
4	13-17 February	Research and development of a scratch game plan in the form of an annotated, hand drawn story board	
5	20-24 February	Scratch coding – generate efficient code using loops Scratch coding – generate codes using 'while loops' Scratch coding – create and code variables to keep score and change the display properties of sprites Scratch coding – generate code to create clones of sprites which will move across the screen Scratch coding – incorporate sound effects	
6	27 Feb – 3 Mar	Project development – identify the problem and develop a solution	
7	6-10 March **GIPSA - Wednesday**	Project development – creating backgrounds sprites and code Annotate codes	
8	13-17 March **NAPLAN 15-17 March**	Project development – obstacle animation, scoring and sound FX	**Draft Due**
9	20-24 March **NAPLAN 20-22 March**	Project conclusion – game refinement and evaluation	**Project Due**
10	27-31 March **Cross Country - Thurs**	Peer review of games	
School Holidays: Saturday April 1 – Sunday April 16			
1	17-21 April	Introduction Create Tinkercad account Crete first circuit Using a breadboard	
2	24-28 April **ANZAC Day PH - Tues**	Electricity Theory Arduino outputs - LED Arduino inputs - Ultrasonic sensor	
3	1-5 May **Labour Day PH - Monday** **GIPSA - Wednesday**	Arduino outputs - Buzzer Flow diagram introduction	
4	8-12 May	Integrating Arduino to Processing 4 Install Processing 4 - Basic skills development	**Arduino Logbook due**
5	15-19 May **GIPSA - Wednesday**	Assignment introduction – Interactive application Assignment application - Task description - Project management - Success criteria - Related theory - Story board	
6	22-26 May **GIPSA - Wednesday**	Assignment application - Flow diagram - Developing code	
7	29 May – 2 June	Assignment application - Developing code	
8	5-9 June **GIPSA - Wednesday**	Assignment application - Developing code	
9	12-16 June	Assignment application - Evaluate interactive application - Recommendation and refinements to success criteria	**Application and development documentation due**
10	19-23 June	**Camp Week**	
School Holidays: Saturday June 24 – Sunday July 9			