Varsity College
Year 7 Digital Technologies – Semester 1, 2024

Week	Date	Topics	Assessment
1	**22-26 January** O-Week Australia Day PH Fri	• O-Week activities • Installation of Scratch and game design investigation • Character investigation, design and drawing	
2	**29 Jan-2 Feb**	• Character investigation, design and drawing	
3	**5-9 February** Swimming Carnival - Thurs	• Research and development of a scratch game plan in the form of an annotated, hand drawn story board	
4	**12-16 February**	• Research and development of a scratch game plan in the form of an annotated, hand drawn story board	
5	**19-23 February**	• Scratch coding – generate efficient code using loops • Scratch coding – generate codes using 'while loops' • Scratch coding – create and code variables • Scratch coding – generate code to create clones of sprites which will move across the screen • Scratch coding – incorporate sound effects	
6	**26 Feb-1 Mar** GC24 - Wednesday	• Project development – identify the problem and develop a solution	
7	**4-8 March**	• Project development – creating backgrounds sprites and code • Annotate codes	
8	**11-15 March** NAPLAN	• Project development – obstacle animation, scoring and sound FX	**Draft Due**
9	**18-22 March** NAPLAN GC24 - Thursday	• Project conclusion – game refinement and evaluation	**Project Due Lesson 3**
10	**25-29 March** Y7 Team Day - Wed, Thurs Good Friday PH	• Peer review of games	
School holidays: Friday March 29 - Sunday April 14			
1	**15-19 April** Cross Country - Wed	• Introduction to robotics and build base bot • Installation of software	
2	**22-26 April** GC24 - Tuesday Anzac Day PH - Thurs	• Motors - Moves and turns • Moving using seconds, degrees and rotations.	
3	**29 Apr-3 May**	• Ultrasonic sensor - Objects and obstacles • Using the ultrasonic sensor to detect objects and detect different distances.	
4	**6-10 May** Labour Day PH - Mon	• Claw - Grab and release • Use the motor tool to move and release an object.	
5	**13-17 May**	• Colour sensor - Colours and lines • Sensor calibration. • Create a program that reacts to lines using the colour sensor.	
6	**20-24 May**	• Gyro sensor - Angles and patterns • Use the gyro sensor to move in patterns • **Classwork Due**	
7	**27-31 May**	• Problem solving team challenge	
8	**3-7 June**	• Problem solving team challenge	
9	**10-14 June** GC24 - Wednesday	• Problem solving team challenge	
10	**17-21 June** Athletics Carnival - Thurs	• Evaluation	**Folio due Lesson 1**
School holidays: Saturday June 22 - Sunday July 7			