

Varsity College Year 7 Digital Technology – Semester 2, 2024

Week	Date	Topics	Assessment
1	8-12 July Athletics Carnival - Wed	<ul style="list-style-type: none"> Installation of Scratch and game design investigation Character investigation, design and drawing 	
2	15-19 July	<ul style="list-style-type: none"> Game design investigation 	
3	22-26 July GC24 - Thursday	<ul style="list-style-type: none"> Research and development of a scratch game plan in the form of an annotated, hand drawn story board 	
4	29 Jul- 2 Aug	<ul style="list-style-type: none"> Research and development of a scratch game plan in the form of an annotated, hand drawn story board 	
5	5-9 August	<ul style="list-style-type: none"> 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	12-16 August GC24 Finals – Wed.	<ul style="list-style-type: none"> Project development – identify the problem and develop a solution 	
7	19-23 August	<ul style="list-style-type: none"> Project development – creating backgrounds sprites and code Annotate codes 	
8	26-30 August	<ul style="list-style-type: none"> Project development – obstacle animation, scoring and sound FX 	Draft Due
9	2-6 September	<ul style="list-style-type: none"> Project conclusion – game refinement and evaluation 	Project Due Lesson 3
10	9-13 September	<ul style="list-style-type: none"> Peer review of games 	
School holidays: Saturday September 14 – Sunday September 29			
1	30 Sept – 4 Oct	<ul style="list-style-type: none"> Introduction to robotics and build base bot Installation of software 	
2	7-11 October King's B'day PH - Monday	<ul style="list-style-type: none"> Motors - Moves and turns Moving using seconds, degrees and rotations. 	
3	14-18 October	<ul style="list-style-type: none"> Ultrasonic sensor - Objects and obstacles Using the ultrasonic sensor to detect objects and detect different distances. 	
4	21 - 25 October	<ul style="list-style-type: none"> Claw - Grab and release Use the motor tool to move and release an object. 	
5	28 Oct – 1 Nov	<ul style="list-style-type: none"> Colour sensor - Colours and lines Sensor calibration. Create a program that reacts to lines using the colour sensor. 	
6	4-8 November	<ul style="list-style-type: none"> Gyro sensor - Angles and patterns Use the gyro sensor to move in patterns Classwork Due Introduction to robotics documentation 	
7	11-15 November	<ul style="list-style-type: none"> Problem solving team challenge 	
8	18-22 November	<ul style="list-style-type: none"> Problem solving team challenge 	
9	25-29 November	<ul style="list-style-type: none"> Problem solving team challenge 	Folio due Lesson 1
10	2-6 December	Alternative Program	
11	9-13 December	Supervision only week	
School holidays: Saturday December 14 – Tuesday January 28			