Varsity College
Year 8 Engineering and Digital Solutions - Semester 1, 2023

Week	Date	Topics	Assessment
1	23-27 January **Australia Day PH - Thurs**	• General class induction • Design process and understanding hydraulics	
2	30 Jan – 3 Feb **Swimming Carnival - Mon**	• Hydraulics as a motion and force multiplier • Material investigation	
3	6-10 February	• Evaluation of existing designs	
4	13-17 February	• Developing Ideas – sketching and refining	
5	20-24 February	• Producing products – manufacturing prototypes	
6	27 Feb – 3 Mar	• Producing products – manufacturing prototypes	
7	6-10 March **GIPSA - Wednesday**	• Producing products – manufacturing prototypes	
8	13-17 March	• Producing products – refining prototypes	**Draft Due**
9	20-24 March	• Final product testing and analysis of results	
10	27-31 March **Cross Country - Thurs**	• Introduction to Scratch	**Project Due**
School Holidays: Saturday April 1 – Sunday April 16			
1	17-21 April	• Scratch coding – generate efficient code using loops	
2	24-28 April **ANZAC Day PH - Tues**	• Scratch coding – generate codes using 'while loops'	
3	1-5 May **Labour Day PH - Monday** **GIPSA - Wednesday**	• Scratch coding – create and code variables to keep score and change the display properties of sprites	
4	8-12 May	• Scratch coding – generate code to create clones of sprites which will move across the screen	
5	15-19 May **GIPSA - Wednesday**	• Scratch coding – incorporate sound effects	
6	22-26 May **GIPSA - Wednesday**	• Project development – identify the problem and develop a solution	
7	29 ay – 2 June	• Project development – creating backgrounds sprites and code • Annotate codes	**Draft Due**
8	5-9 June **GIPSA - Wednesday**	• Project development – obstacle animation, scoring and sound FX	
9	12-16 June	• Project conclusion – game refinement and evaluation	
10	19-23 June	• Peer review of games	**Project Due**
School Holidays: Saturday June 24 – Sunday July 9			