

Varsity College Year 8 Digital Technologies – 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 Introduction to robotics and build base bot Installation of software 	
2	29 Jan-2 Feb	<ul style="list-style-type: none"> Motors - Moves and turns Moving using seconds, degrees and rotations. 	
3	5-9 February Swimming Carnival - Thurs	<ul style="list-style-type: none"> Ultrasonic sensor - Objects and obstacles Using the ultrasonic sensor to detect objects and detect different distances. 	
4	12-16 February	<ul style="list-style-type: none"> Claw - Grab and release Use the motor tool to move and release an object. 	
5	19-23 February	<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	26 Feb-1 Mar GC24 - Wednesday	<ul style="list-style-type: none"> Gyro sensor - Angles and patterns Use the gyro sensor to move in patterns Classwork Due 	
7	4-8 March	<ul style="list-style-type: none"> Problem solving team challenge 	
8	11-15 March	<ul style="list-style-type: none"> Problem solving team challenge 	
9	18-22 March GC24 - Thursday	<ul style="list-style-type: none"> Problem solving team challenge 	
10	25-29 March Good Friday PH	<ul style="list-style-type: none"> Evaluation 	Folio due Lesson 1
School holidays: Friday March 29 - Sunday April 14			
1	15-19 April Cross Country - Wed	<ul style="list-style-type: none"> Installation of Scratch and game design investigation Character investigation, design and drawing 	
2	22-26 April GC24 - Tuesday Anzac Day PH - Thurs	<ul style="list-style-type: none"> Game design investigation 	
3	29 Apr-3 May	<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	6-10 May Labour Day PH - Mon	<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	13-17 May	<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	20-24 May	<ul style="list-style-type: none"> Project development – identify the problem and develop a solution 	
7	27-31 May	<ul style="list-style-type: none"> Project development – creating backgrounds sprites and code Annotate codes 	
8	3-7 June	<ul style="list-style-type: none"> Project development – obstacle animation, scoring and sound FX 	Draft Due
9	10-14 June GC24 - Wednesday	<ul style="list-style-type: none"> Project conclusion – game refinement and evaluation 	Project Due Lesson 3
10	17-21 June Athletics Carnival - Thurs	<ul style="list-style-type: none"> Peer review of games 	
School holidays: Saturday June 22 - Sunday July 7			