

**Varsity College**  
**Year 9 Digital Solutions - Semester 1, 2023**

Week	Date	Topics	Assessment
1	23-27 January Australia Day PH - Thurs	Handout App Development group project task sheet Create your 1 <sup>st</sup> app using Thunkable <b>Investigating and Defining:</b> groupwork – research chosen topic and create a mind-map <b>Collaborating and managing:</b> planning for group work	
2	30 Jan – 3 Feb Swimming Carnival - Mon	<b>Generating and designing:</b> creating app wireframes	
3	6-10 February	Adding comprehensive annotations to wireframes – including the group's chosen topic, technical considerations, and research	
4	13-17 February	<b>Data representation:</b> separating content, structure, and presentation <b>Producing and implementing:</b> making the app	<b>Investigation &amp; Design Submission</b>
5	20-24 February	Making the app	
6	27 Feb – 3 Mar	Making the app	
7	6-10 March GIPSA - Wednesday	Conduct user testing and finalise app for submission <b>Evaluating:</b> complete an evaluation report and consider potential future innovation and enterprise opportunities	<b>App &amp; Evaluation Submission</b>
8	13-17 March NAPLAN 15-17 March	Introduction to Alice3 Introduction to computer programming fundamentals: loops, if/else conditions, variables and algorithms	
9	20-24 March NAPLAN 20-24 March	Introduction to Object-oriented programming (OOP) using UML: Classes, objects and inheritance Using arrays in Alice3 to make characters move in unison	
10	27-31 March Cross Country - Thurs	Reusing code by making procedures in Alice3 Events and event listeners in Alice3	
<b>School Holidays: Saturday April 1 – Sunday April 16</b>			
1	17-21 April	Hand out Project task sheet Review of Alice3, OOP, and computer programming fundamentals Creating a flowchart to visually represent an algorithm <b>Investigating and Defining:</b> research chosen <b>Digital Systems</b> topic	
2	24-28 April ANZAC Day PH - Tues	<b>Generating and designing:</b> creating a storyboard or annotated sketches of your interactive animation	
3	1-5 May Labour Day PH - Monday GIPSA - Wednesday	Complete the project's investigation and design for submission	<b>Investigation &amp; Design Submission</b>
4	8-12 May	<b>Producing and implementing:</b> making the interactive animation	
5	15-19 May GIPSA - Wednesday	making the interactive animation	
6	22-26 May GIPSA - Wednesday	making the interactive animation	
7	29 May – 2 June	<b>Evaluating:</b> complete an evaluation report, including a flowchart and UML aligned to code examples from the interactive animation	<b>Interactive animation &amp; Evaluation Submission</b>
8	5-9 June GIPSA - Wednesday	<b>Privacy and security:</b> cybersecurity, data privacy and your digital footprint	
9	12-16 June	Introduction to the Australian Privacy Principles	
10	19-23 June	Exploring innovative businesses and organizations in QLD, such as Bionics Australia, Lyro Robotics, and Substation 33	
<b>School Holidays: Saturday June 24 – Sunday July 9</b>			