

## Varsity College Year 9 – Digital Solutions

### Term 3, 2023

Week	Date	Topics	Assessment
1	10-14 July <b>Athletics Carnival - Wed</b>	<ul style="list-style-type: none"> <li>Intro to HTML and stylesheets</li> <li>Stylish text, colours, images and links</li> </ul>	<b>Project handed out</b>
2	17-21 July	<ul style="list-style-type: none"> <li>Intro to colour and vertical layout</li> <li>Document structure and fancy fonts</li> </ul>	
3	24-28 July	<ul style="list-style-type: none"> <li>Grouping elements and styling blocks</li> <li>Laying out a page</li> </ul>	
4	31 July – 4 August	<ul style="list-style-type: none"> <li>Styling specific elements</li> <li>Interactivity and creativity</li> </ul>	
5	7-11 August	<ul style="list-style-type: none"> <li>Styling specific elements</li> <li>Changing Text</li> </ul>	
6	14-18 August	<ul style="list-style-type: none"> <li>Functions and Events</li> <li>Project One - Character Builder</li> </ul>	
7	21-25 August	<ul style="list-style-type: none"> <li>Making Decisions</li> <li>Styling with Class</li> </ul>	
8	28 August – 1 Sept. <b>GC Show PH - Fri</b>	<ul style="list-style-type: none"> <li>Project Two - Puzzle</li> </ul>	<b>Project due</b>
9	4-8 September	<ul style="list-style-type: none"> <li>2D breakout game</li> </ul>	
10	11-15 September	<ul style="list-style-type: none"> <li>Asteroids Game with p5.js</li> </ul>	
<b>School Holidays: Saturday September 16 – Monday October 2</b>			

### Term 4, 2023

Week	Date	Topics	Assessment
1	2-6 October <b>King's Birthday PH - Mon</b>	<ul style="list-style-type: none"><li>• Overview of VEX IQ parts and components</li><li>• Introduction to VEXcode programming software</li><li>• Build a basic robot using VEX IQ parts</li></ul>	<b>Project handed out</b>
2	9-13 October	<ul style="list-style-type: none"><li>• Introduction to programming concepts such as loops and conditional statements</li><li>• Programming a basic robot movement using VEXcode</li></ul>	
3	16-20 October	<ul style="list-style-type: none"><li>• Introduction to various sensors available for VEX IQ</li><li>• Building and programming a robot to use a distance sensor</li></ul>	
4	23-27 October	<ul style="list-style-type: none"><li>• Introduction to advanced programming concepts such as functions and variables</li><li>• Programming a robot to perform multiple tasks using functions</li></ul>	
5	30 Oct – 3 Nov	<ul style="list-style-type: none"><li>• Introduction to manipulators and arms</li><li>• Building and programming a robot to use a manipulator</li></ul>	
6	6-10 November	<ul style="list-style-type: none"><li>• Introduction to autonomous programming</li><li>• Programming a robot to perform tasks autonomously</li></ul>	
7	13-17 November	<ul style="list-style-type: none"><li>• Introduction to autonomous programming</li><li>• Programming a robot to perform tasks autonomously</li></ul>	
8	20-24 November	<ul style="list-style-type: none"><li>• Apply all the knowledge and skills learned in the previous weeks to design and build a final project</li></ul>	<b>Project due</b>
9	27 Nov – 1 Dec	<ul style="list-style-type: none"><li>• Present and demonstrate the final project to the class</li></ul>	
10	4-8 December	<b>Final Week Alternate Program</b>	
<b>School Holidays: Saturday December 9 – Sunday January 21, 2024</b>			