

Varsity College Year 10 Digital Solutions 2025

Term 1

Week	Date	Topics	Assessment
1	27-31 January O-Week Australia Day: Monday	<ul style="list-style-type: none"> O-Week Investigate robotics Overview of VEX IQ parts and components Build a basic robot using VEX IQ parts Build a robotic arm and test movement 	
2	3-7 February	<ul style="list-style-type: none"> Robot control through coding and sensor inputs Logical sequencing to guide robot movement Loops in programming to repeat actions 	
3	10-14 February Swimming Carnival: Tuesday	<ul style="list-style-type: none"> Navigate robot through a maze using VEXcode VR Sensor inputs in robot programming Structured pathfinding problems 	
4	17-21 February	<ul style="list-style-type: none"> Distance sensors in VEXcode VR to detect obstacles and walls Conditional logic to program the virtual robot to respond to sensor data Problem-solving skills by creating efficient code to navigate environments with obstacles 	
5	24-28 February	<ul style="list-style-type: none"> Virtual robot's location data to navigate Coordinates and positional awareness in programming Problem-solving skills by programming the robot to move to specific locations based on coordinates 	
6	3-7 March GC25: Wednesday	<ul style="list-style-type: none"> Conditional logic blocks to program a robot Algorithms that incorporate decision-making Problem-solving strategies to design a functional program 	
7	10-14 March	<ul style="list-style-type: none"> Loops in VEXcode VR Blocks to control repetitive movements and tasks Algorithms that efficiently use loops Problem-solving strategies to optimize code for repeated actions using loops 	
8	17-21 March	<ul style="list-style-type: none"> Assessment 	Project and Folio Lesson 3
9	24-28 March	<ul style="list-style-type: none"> Assessment 	
10	31 March - 4 April	<ul style="list-style-type: none"> Assessment Review 	
School holidays: Friday April 4 - Sunday April 19			

Term 2

Week	Date	Topics	Assessment
1	21-25 April Easter Monday ANZAC Day: Friday	<ul style="list-style-type: none"> Navigate the Godot interface Game project following the step-by-step tutorial Basic scripting and scene creation in Godot 	
2	28 April-2 May	<ul style="list-style-type: none"> Structure a player scene, including essential properties. Write and debug simple code for player movement. 	
3	5-9 May Labour Day: Monday	<ul style="list-style-type: none"> Create and organize a main game scene that includes Enemy behaviours so they interact with the player Test and refine game interactions 	
4	12-16 May	<ul style="list-style-type: none"> Basic HUD for a 2D game, applying best practices Interactive HUD elements HUD and game logic 	
5	19-23 May	<ul style="list-style-type: none"> Code and test functional power-ups Collectibles displayed in the interface Debug and optimize gameplay elements 	
6	26-30 May	<ul style="list-style-type: none"> Enemies with unique behaviours Implement a boss enemy 	
7	2-6 June GC25: Wednesday	<ul style="list-style-type: none"> Implement a high-score tracking system Scoring system 	Project and Folio Lesson 3
8	9-13 June GC25: Wednesday	<ul style="list-style-type: none"> Fix bugs or issues during testing Documentation that outlines the development process 	
9	16-20 June	<ul style="list-style-type: none"> Assessment Review 	
10	23-27 June	<ul style="list-style-type: none"> Assessment Review 	

School holidays: Saturday June 28 - Sunday July 13