

Varsity College Year 7 Digital Technologies 2025

Term 1

Week	Date	Topics	Assessment
1	27-31 January O-Week Australia Day: Monday	<ul style="list-style-type: none"> O-Week Encode and decode letters in binary Network paths and connections Data privacy risks and suggest prevention strategies 	
2	3-7 February	<ul style="list-style-type: none"> Scratch account and create initial projects Customize blocks for interactive stories or games Peer critiques and feedback to improve projects 	
3	10-14 February Swimming Carnival: Tuesday	<ul style="list-style-type: none"> Sequenced animations in Scratch Unique animations with shapes, colors, and music Troubleshoot to improve animation flow 	
4	17-21 February	<ul style="list-style-type: none"> Story in Scratch with characters, dialogue, and scenes Collaborate in a "Pass It On" storytelling activity Debug character interactions and story flow 	
5	24-28 February	<ul style="list-style-type: none"> Create a basic game with scoring, interactions, and a unique feature Troubleshoot and resolve issues to ensure game functionality Brainstorm and share ideas in the "Dream Game List" activity 	
6	3-7 March GC25: Wednesday	<ul style="list-style-type: none"> Pitch a project idea, explaining concept, goals, and outcomes Develop a detailed project plan with steps, resources, and timelines Engage in peer feedback sessions to refine ideas and planning 	
7	10-14 March NAPLAN	<ul style="list-style-type: none"> Complete a design sprint, quickly creating and refining ideas Give and receive feedback to make targeted improvements Document progress, challenges, and next steps in a project journal 	
8	17-21 March	<ul style="list-style-type: none"> Present a well-prepared project, clearly communicating concept and features Use unfocus group feedback to make improvements Complete all showcase prep steps for an engaging presentation 	Draft Due
9	24-28 March	<ul style="list-style-type: none"> Assessment Review 	
10	31 March - 4 April	<ul style="list-style-type: none"> Assessment Review 	Project Due Lesson 1
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"> Programming skills in VEXcode VR Robot control through coding and sensor inputs Logical sequencing to guide robot movement 	
2	28 April-2 May	<ul style="list-style-type: none"> Loops in programming to repeat actions Pen tool in VEXcode VR for drawing shapes Problem-solving strategies to complete structured challenges 	
3	5-9 May Labour Day: Monday	<ul style="list-style-type: none"> Navigate robot through a maze using VEXcode VR Sensor inputs in robot programming Structured pathfinding problems 	
4	12-16 May	<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	19-23 May	<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	26-30 May	<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	2-6 June GC25: Wednesday	<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	9-13 June GC25: Wednesday	<ul style="list-style-type: none"> VEXcode VR to create step-by-step algorithms for controlling a virtual robot Logical thinking to design, test, and refine algorithms that accomplish specific tasks 	
9	16-20 June	<ul style="list-style-type: none"> Assessment 	Folio due Lesson 1
10	23-27 June	<ul style="list-style-type: none"> Assessment Review 	
School holidays: Saturday June 28 - Sunday July 13			