Varsity College
Year 8 Digital Technologies 2025

Term 1

Week	Date	Topics	Assessment
1	**27-31 January** O-Week Australia Day: Monday	• Encode and decode letters in binary • Network paths and connections • Data privacy risks and suggest prevention strategies	
2	**3-7 February**	• 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	• Sequenced animations in Scratch • Unique animations with shapes, colors, and music • Troubleshoot to improve animation flow	
4	**17-21 February**	• 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**	• 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	• 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	• 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**	• 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**	• Assessment Review	
10	**31 March - 4 April**	• 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	• Programming skills in VEXcode VR • Robot control through coding and sensor inputs • Logical sequencing to guide robot movement	
2	**28 April-2 May**	• 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	• Navigate robot through a maze using VEXcode VR • Sensor inputs in robot programming • Structured pathfinding problems	
4	**12-16 May**	• 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**	• 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**	• 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	• 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	• 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**	• Assessment	**Folio due Lesson 1**
10	**23-27 June**	• Assessment Review	
School holidays: Saturday June 28 - Sunday July 13			