Varsity College
Year 9 Digital Solutions 2025

Term 1

Week	Date	Topics	Assessment
1	**27-31 January** **O-Week** **Australia Day: Monday**	• O-Week • Navigate the Godot interface • Game project following the step-by-step tutorial • Basic scripting and scene creation in Godot	
2	**3-7 February**	• Structure a player scene, including essential properties. • Write and debug simple code for player movement.	
3	**10-14 February** **Swimming Carnival:** **Tuesday**	• Create and organize a main game scene that includes • Enemy behaviours so they interact with the player • Test and refine game interactions	
4	**17-21 February**	• Basic HUD for a 2D game, applying best practices • Interactive HUD elements • HUD and game logic	
5	**24-28 February**	• Code and test functional power-ups • Collectibles displayed in the interface • Debug and optimize gameplay elements	
6	**3-7 March** **GC25: Wednesday**	• Enemies with unique behaviours • Implement a boss enemy	
7	**10-14 March** **NAPLAN**	• Implement a high-score tracking system • Scoring system	
8	**17-21 March**	• Fix bugs or issues during testing • Documentation that outlines the development process	**Project Lesson 3**
9	**24-28 March**	• Assessment Review	
10	**31 March - 4 April**	• 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**	• Programming skills in VEXcode VR (Python) • 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	**Project Lesson 3**
8	**9-13 June** **GC25: Wednesday**	• Assessment	
9	**16-20 June**	• Assessment	
10	**23-27 June**	• Assessment Review	
	School holidays: Saturday June 28 - Sunday July 13		