Year 7 INFORMATION TECHNOLOGY

Students engage in practices that will assist in future learning, life and work. Content is designed to develop an understanding of how to leverage the school network to maximize learning, effectively find and critique information, develop positive online behaviours, create digital artifacts including infographics, podcasts, screencasts, animations and applications, and progress project management skills through collaboration. This is a compulsory 13 week course for all year 7 students.

Years 8 & 9 GRAPHIC TALES – Elective subject – One Semester

Students develop skills in the design and creation of multimedia products including computer games, animations, digital images, comic strips, object oriented programs and computer aided designs. Programs used include GameMaker, Adobe Animate, Adobe Photoshop, Comic Life, Microsoft Visual Studio, Autodesk Inventor, and Autodesk Revit.

Emphasis is on knowledge construction and creation of new products, utilising new technologies to create and share content. Students undertake design briefs in which they investigate, plan, create and evaluate their work with all content developed posted to a personal blog which forms an ePortfolio of their progress.

Years 9 & 10 IT ELEMENTS – Elective subject - One Semester

Students develop skills and deep understanding in the design and creation of multimedia products including web pages, computer graphics, and animations, and are introduced to a variety of programming languages including Action Scripting, Visual Basic and Game Maker, producing a variety of applications for both desktop and mobile devices.

Programs used include Adobe Photoshop, Adobe Animate, Microsoft Visual Studio, and GameMaker Studio.

Students are required to enroll in this subject if they wish to study Stage 1 Information Technology.

Pre-requisite – It is strongly recommended that students complete Graphic Tales prior to enrolling in
this course. Students who would like to enroll in this course but have not completed Graphic Tales should discuss this option with the Head of Department, Riccardo Rosadoni.

**Year 10 & 11 SACE Stage 1 - INFORMATION TECHNOLOGY - One Semester (10 Credits)**

This course is designed as a foundation for Stage Two Information Technology.

Students develop an understanding of computer based systems and their role in supporting efficient and effective use of technology. They learn how people use computers to communicate, and how to develop software solutions that meet the needs of individuals, organisations and communities.

Computer Systems investigates information system components and how they interact. It also looks into how data is processed into information and then transferred from one location to another.

Application Programming focuses on need identification and the development of programs that use data to produce useful information. Microsoft Visual Studio is used.

Multimedia Programming provides students with the opportunity to develop and deploy mobile device applications using AS3 Action Script and Adobe Animate.

Pre-requisite – Students must have successfully completed the IT Elements course.

**Year 11 & 12 SACE Stage 2 - INFORMATION TECHNOLOGY – Full Year (20 Credits) (2018)**

Students apply skills and concepts related to digital technologies to create, manipulate and process data in order to produce desired outcomes. They analyse the responsibility of system developers and explain how data is represented and transferred in computer-based systems.

In Information Systems discussion and investigation into how integrated systems like self-serve checkouts operate is undertaken.

In Computer and Communication Systems students look into how data is processed into information and then transferred from one location to another.

Application Programming focuses on need identification and the process of application development using data to produce useful information. Microsoft Visual Studio is used.

Multimedia Programming provides students with the opportunity to develop and deploy complex game applications using AS3 Actions Script and Adobe Animate.

Pre-requisite – Students must have successfully completed Stage 1 Information Technology.