Trinity Bay State High School
Course Planner Term 2
Year 7 Digital Design

Class: Year 7

Week	Curriculum Intent	Formative Tasks & Summative Assessment
Week 1	**UNIT 1: THE INVENTION PROCESS** • Getting to know you activities • The Invention Process • Safety	
Week 2	**UNIT 1: THE INVENTION PROCESS** • Introduction to design (product) • Accessing QLearn, OneDrive, Outlook and PowerPoint	**Product sketch and annotations**
Week 3	**UNIT 1: WHEELCHAIR DESIGN** • Think it: Get a great idea for an invention • Explore it: Get informed by researching past inventions and ideas	
Week 4	**UNIT 1: WHEELCHAIR DESIGN** • Sketch it: Draw pictures and diagrams to figure out how your invention might work	**Task 1: Think it & Explore it PowerPoint (QLearn)**
Week 5	**UNIT 1: WHEELCHAIR DESIGN** • Sketch it: TinkerCAD • Tweak it: Keep improving your idea	
Week 6	**UNIT 1: WHEELCHAIR DESIGN** • Create it: Build a prototype of your idea • Working safely with tools	**Task 2: Sketch it PowerPoint (QLearn)**
Week 7	**UNIT 1: WHEELCHAIR DESIGN** • Create it: Build a prototype of your idea	
Week 8	**UNIT 1: WHEELCHAIR DESIGN** • Share it: Market your invention to people who might buy it • Finish PowerPoint and submit to QLearn	**SUMMATIVE ASSESSMENT Task 3: Physical prototype and Final PowerPoint (QLearn)**
Week 9	**UNIT 1: WHEELCHAIR DESIGN** • Share it: Market your invention to people who might buy it • Advertising your product!	
Week 10	**UNIT 1:** • Share it: Market your invention to people who might buy it • The Invention Process – Reflections	

Trinity Bay State High School
Course Planner Term 2
Year 7 Digital Technologies

Class: Year 7

Week	Curriculum Intent	Formative Tasks & Summative Assessment
Week 1	**UNIT 1: DIGITAL SYSTEMS** • Technology at Trinity Bay – Logging in, QLearn, SharePoint and OneSchool • Using Microsoft 365 (OneDrive, Outlook, Word, PowerPoint, Whiteboard) • OneDrive (Cloud) organisation	
Week 2	**UNIT 1: DIGITAL SYSTEMS** • Using Microsoft 365 (OneDrive, Outlook, Word, PowerPoint, Whiteboard) • Documenting how to access the digital systems at Trinity Bay in PowerPoint	
Week 3	**UNIT 1: DIGITAL SYSTEMS** • Finalising PowerPoint for submission • Uploading assessment on QLearn	**ICT Diagnostic Portfolio (QLearn)**
Week 4	**UNIT 1: CYBERSECURITY** • Minecraft Cybersafety module	**Certificate of Completion (QLearn)**
Week 5	**UNIT 1: DIGITAL FOOTPRINTS** • Minecraft Digital Footprint module	**Certificate of Completion (QLearn)**
Week 6	**UNIT 1: DIGITAL SOLUTIONS** • Identify the needs of a user from a real world problem • Organise needs into functional and non-functional requirements	**User Story Functionality Table (QLearn)**
Week 7	**UNIT 1: DIGITAL SOLUTIONS** • Using Makecode and Micro:bits • Using Inputs, Processes (decisions) and Outputs to create an algorithm • Documenting algorithm through a flowchart on PowerPoint	**Algorithm Flowchart (QLearn)**
Week 8	**UNIT 1: DIGITAL SOLUTIONS** • Using Makecode to create the solution to a user's problem • Testing and debugging algorithms	
Week 9	**UNIT 1: DIGITAL SOLUTIONS** • Evaluating your solution against the functional and non-functional requirements	**SUMMATIVE ASSESSMENT: Micro:bit Digital Solution (QLearn)**
Week 10	**UNIT 1: DIGITAL ETIQUETTE** • Minecraft Building Challenge • Working with others online	

Trinity Bay State High School
Course Planner
Year 8 Design

Class: Year 8

Week	Curriculum Intent	Formative Tasks & Summative Assessment
Week 1	**UNIT 2: Sustainability in Design** • Sustainability in the world and Sustainability in transportation – solar cars/ public transport • Sustainability fuels sources – alternative fuels – Hydrogen, biodiesel, electricity	
Week 2	**UNIT 2: How to create force and movement in the car** • Energy Sources- mousetrap / levers/ propulsion/ springs/ hot wheels • Wind turbines • Gravity • Marble run • Wind up cars/ pull back cars	
Week 3	**UNIT 2: Car design** • Aerodynamics – wind resistance • Force gravity and friction • QUIZ	**Task 1: QUIZ**
Week 4	**UNIT 2: Material** • Weights/ strengths/ reinforcing/ cost • Collaborative create design criteria	**Formative assessment**
Week 5	**UNIT 2: SCAMPER** • Introduce SCAMPER • Individually sketch designs of a car that meets the design criteria	**Task 2: Individual sketches of idea**
Week 6	**UNIT 2: Building and testing** • Choose the design from members group and start building in Tinkercad	
Week 7	**UNIT 2: Building and testing** • Build and test your car collaboratively	**Task 3: Digital Design of Prototype**
Week 8	**UNIT 2: Building and testing** • Build and test your car collaboratively	
Week 9	**UNIT 2: Race Day** • Testing of cars • Evaluation and Reflection	**Task 4: Physical Prototype**
Week 10	**UNIT 2:** • Design Challenges	**Task 5: Evaluation**

Trinity Bay State High School
Course Planner
Year 8 Digital Technologies

Term Week	Curriculum Intent – Digital Technology	Assessment	Feedback
T2 Wk1	**eSports Event** Exploration of the physical space, and hardware required, for an E-Sports tournament. Identification of the components needed for a tournament	Portfolio: eSports venue PPT	
T2 Wk2	**Networking** Exploration of Networking requirements for eSports event	Network PPT	Graded venue PPT
T2 Wk3	**Networking Continued** Creation of Network peripherals breakdown	Visio Network Map Materials List	Graded Network PPT
T2 Wk4	**Data** Data collection – Game Data Collection Setting up game network review		Graded Visio maps and Material lists
T2 Wk5	**Data Continued** Ongoing data collection	Excel Data Sheet	
T4 Wk6	**Data Analysis**	Data Report	
T4 Wk7	**Game Programming** arcade.makecode Coding Level Characters		
T4 Wk8	**Game Programming** arcade.makecode Coding Enemies End Portal		
T4 Wk9	**Portfolio Due**	Makecode coding	
T4 Wk10	**Reflection**		

Trinity Bay State High School
Course Planner
Year 9 Design

Week 1	**UNIT 2: Inclusive Design** • Sketching activities	
Week 2	**UNIT 2: Inclusive Design** • Sketching activities	
Week 3	**UNIT 2: Inclusive Design** • Neurodiversity – ADHD and ASD • Designing for the senses	
Week 4	**UNIT 2: Inclusive Design** • Materials for fidgets • Ideation - mind mapping	
Week 5	**UNIT 2: Inclusive Design** • Drafting	
Week 6	**UNIT 2: Inclusive Design** • Drafting	**Task 1: Draft due**
Week 7	**UNIT 2: Inclusive Design** • Incorporating feedback into final design	
Week 8	**UNIT 2: Inclusive Design** • Finalising portfolio • Completing evaluation questions	**Task 1: Final portfolio due by end of week**
Week 9	**UNIT 2: Inclusive Design** • Practical – creating fidgets	
Week 10	**UNIT 2: Inclusive Design** • Practical – marketing fidgets	

Trinity Bay State High School
Class Course Planner
2025 Semester 1 Term 2
Year 9 Game Programming

Term Week	**Curriculum Intent – Game Programming**	**Assessment x 2**	**Feedback x 5**
T2 Wk1	**Title – Coding Review** • Review of game programming terminology (overlap, velocity, etc.) • Creation of pseudo-codes	Portfolio: Pseudo-Code	
T2 Wk2	**Endless Runner Start** • Creation of Tile maps • Exploration of themes		Game: Levels
T2 Wk3	**Enemies** • Review of enemy sprites coding • Construction and recycling of code		Game: Enemies
T2 Wk4	**Main Character and Game Analysis** • Creation of runner, animation coding • Maths in game coding	Portfolio: Smash Bros. math breakdown	Game: Character and animation
T2 Wk5	**Power-ups** • Timers Coding		Game: Timed Power-Ups
T4 Wk6	**Continued Level Designing** • Construction of new levels • Recreation of 'if' statements		Game: Tile Maps
T4 Wk7	**Branching Levels** • Creation of multiple portals and 'if' statements leading to differing levels		Game: Level requirements coding
T4 Wk8	**Assessment Work**		
T4 Wk9	**Assessment Due**	***Portfolio***	Game
T4 Wk10	**Reflection**		

Trinity Bay State High School
Course Planner Term 2
Year 9 – Digital Technologies (Robotics)

Week	Curriculum Intent	Formative and Summative Tasks
1	• Refresher on Workflow for edpyapp.com/v2 • Measuring Obstacle values	Upload basic programs to Edison Save programs to OneDrive
2	**Drive until obstacle** • Understanding commands, operators and parameters for Obstacle Detection • Identify Sensors are numbers • Task: Drive and Avoid until Finish line	Read basic algorithms Task: Create Pseudocode from Algorithm QLearn Quiz - Vocabulary
3	**Understanding control logic - Boolean Operators** • Using IF to check CONDITION RANGE • Boolean Operators < > <= >= != ==	Activity: Measuring Obstacle Left/Right/Ahead Task: Pseudocode
4	**Using Sensors (Line follow)** • Input detection and response • Understanding light sensor as a value between 0 and 1	Activity: 'Follow' a Square, triangle, circle Activity: While forever: check conditions.
5	**Using Sensors (Line follow -Obstacle Avoid - Line Follow)** • Input detection and response • Building an algorithm	Activity: Pseudocode for events loops and conditions.
6	**Sumo Bot algorithms: Basic Search Loop algorithm and conditions** • Text based loops. For and While. • Understanding Syntax errors	Task: Writing initial Sumo Bot algorithm Pseudocode Practical Design
7	**Sumo Bot algorithms** • Understanding events vs condition checks • Recognising functions as chunks of code	Activity: Hajime! Task: Complete Sumo Bot Portfolio
8	**Sumo Bot algorithms** • Refining algorithms • Condition ranges, nested if statements,	Q Learn Submission. Identify elements of Edison algorithm.
9	**Assessment Week**	Assessment: Fix the syntax task Submit Portfolio
10	Creative Challenge Week	

Trinity Bay State High School
Course Planner
Year 11 Design Unit 1 FIA2

Week	Curriculum Intent	Formative Tasks & Summative Assessment
Week 1	**UNIT 1: Analysing other designs and designers** • Designing for others – using good design to influence design criteria • Defining a problem based on research	
Week 2	**UNIT 1: Defining the problem** • Understanding a design brief and a design problem • Analyse existing design to understand that designs are informed by the inspiration of design styles and influences	
Week 3	**UNIT 1: Principles of design** • Distinguish the relationship between aesthetics and how designers use elements and principles of design • Apply the elements and principles of design	
Week 4	**UNIT 1: Divergent thinking** • Recognise divergent thinking is used to create a wide range of choices in the develop phase • Demonstrate using ideation sketches, schematic sketching, physical low-fidelity prototyping and digital low fidelity prototyping	
Week 5	**UNIT 1: Convergent thinking** • Demonstrate using illustration sketching to communicate a refined design concept • Sketching practic	
Week 6	**UNIT1: Evaluating** • Evaluate the refined idea against the design criteria. • Use annotations associated with sketches to record evaluation	
Week 7	**UNIT1: Refining your idea** • Use convergent thinking to organise, structure and progress ideas and to make decisions leading to the best outcome • Make modifications and change ideas that improve the way in which they meet the design criteria • Propose design concepts that best satisfy the design criteria.	
Week 8	**UNIT1: Design Challenge** • Unpacking exemplars	**Final ASSESSMENT**

Trinity Bay State High School
Course Planner Term 2
Year 2025 – Digital Solutions
Year 11

Week	Curriculum Intent	Formative Tasks & Summative Assessment
Week 1 – 2	**UNIT 1: Projects in GODOT + Useability** • Understanding Godot projects ○ Set up • Dark Forest Useability Evaluation • Useability Principles (Utility, Safety, Learnability, Accessibility) **NOTE: 1 Lesson only in week 1**	Useabililty Principles Evaluation- **SUBMIT VIA QLEARN**
Week 3	**UNIT 1: Learn2Godot** • Basics of coding in GDScript • Useability Evaluation of Case Studies • Guessing Game in Godot (upgraded version from Term 1)	Useability evaluation of Learn2Code Learn2Code Progress submitted **SUBMIT VIA QLEARN**
Week 4	**UNIT 1: Guessing Game Project** • Upgraded Version of Guessing Game from Term 2: Ported to Godot, improved useability, added success criteria	Formative Project – Guessing Game (Algorithm + Code + Evaluation) -
Week 5	**UNIT 2: Data Flow Diagrams** • Symbols and symbolisation • Design Process • Applying to previous projects and new projects	Formative Project – Guessing Game (DFD) **SUBMIT VIA QLEARN**
Week 6	**UNIT 2: Wordle (Or student choice)** • Bringing simple data structures into interactive media • SQL Commands (SELECT, WHERE, CREATE, INSERT, UPDATE, DELETE)	
Week 7	**UNIT 2: Assessment Preparation** • Completing exemplar projects (WE DO+YOU DO) that align with assignment. • Finish WORDLE assessment	Formative Project – Wordle - **SUBMIT VIA QLEARN**
Week 8-9	**UNIT 2: Assessment Period** **Invigilated assignment. 3x Periods In class 1 x Period in Exam Block** **Topics Covered: Useability Evaluation, Data Flow Diagram**	Summative- FAI3(Digital Solution) - **SUBMIT AS PER INSTRUCTIONS (Mixed Modes)**
Week 10	**UNIT 2: Student / Teacher Directed Learning** • Improve skill and understanding in weak areas from term	

Trinity Bay State High School
Course Planner Term 2
Year 12 ICJ

Term Week	Curriculum Intent – eSports	Assessment x 2	Feedback x 5
T2 Wk1	**Title – Introduction to Games Review Sites** • Introduce the styles of game reviews available on sites • Discussion on what makes an effective review website • Exploration of publications: IGN, Kotaku. Etc.	Portfolio: Review site breakdowns	
T2 Wk2	**Continued Introduction** • Exploration of media types and creators	Portfolio: Creator Profile	
T2 Wk3	**Title – Creating own review standards** • Create and test grading scales • Evaluating games and grading systems	Grading scale	Peer Feedback
T2 Wk4	**Title – Website Concepts** • Colour Palette • Overall Website themes	Website First Page	
T2 Wk5	**Title – Mock Tournament** • Holding in-class tournament • Taking notes on tournament • Writing article about tournament	Website Article	
T4 Wk6	**Title – Review Writing** • Construction of review texts • Writing for Audience		
T4 Wk7	**Title – Web Building**	Complete website	
T4 Wk8	**Title – Drafting**		
T4 Wk9	**Assessment Due**		Web Site
T4 Wk10	**Reflection**		

Trinity Bay State High School
Course Planner Term 2
Year 12 – Digital Solutions

Week	Curriculum Intent	Formative Tasks & Summative Assessment
Week 1	• **Review IA2 feedback**	
Week 2	• Start Explore phase: Unit 4 • Researching APIs • Identify features for successful solution.	
Week 3	• Refine Exploration phase. • Sketch UI. Annotate features, and future ideas.	**Submit Initial Exploration phase**
Week 4	• Identify Data flows • Outline pseudocode algorithms for Processes	
Week 5	• Refine prescribed and self-determined criteria. • Analyse and Develop data requirements • Compare and contrast JSON and XML • Practise development of APIs in PHP	**Submit development**
Week 6	• Generate Lo-Fidelity prototype (simple code) • Data Security considerations, documentation and analysis	
Week 7	• Continue development of prototype. • Refine documentation. • Evaluate solution against your criteria	
Week 8	• Submit your documentation to get practice feedback	**Submit documentation (Formative assessment)**
Week 9	• Practice assessment. Review feedback • Desk check Cryptography algorithms •	
Week 10	• Prepare for IA3	

Class Course Planner – 2025
Semester 1 Term 2

Class: YEAR 12 DESIGN

Term Week	CURRICULUM INTENT	ASSESSMENT	FEEDBACK
1 Wk 5 of assessment	Continuation from Term 1 – (WEEK 6-10 Initial thoughts /ideas of task. Beginning of Part A) **IA2** **Unit 3:** Human-centred design **Topic 1:** Designing with empathy • Intro to design brief writing (Part B)		
2 Wk 6 of assessment	**IA2** **Unit 3:** Human-centred design **Topic 1:** Designing with empathy • Intro to design brief writing (Part B)		SUBMIT DESIGN BRIEF DRAFT FOR FEEDBACK
3 Wk 7 of assessment	Continue with Part A (10-12 Pages – research investigation) Develop – mind mapping, ideation		
4 Wk 8 of assessment	Continue with Part A (10-12 Pages – research investigation) Develop – mind mapping, ideation, Possible proposal		
5 Wk 9 of assessment	Continue with Part A (10-12 Pages – research investigation) Develop – mind mapping, ideation Proposals		
6 Wk 10 of assessment	Finalise assessment folio Use this week to complete Part C – Multimodal presentation	**1A2 – Folio Submission date**	
7 Wk 1 of assessment	Hand out 1A3 Week 7 of Term 2 2025 - Provide students with IA3 Task sheet and ISMG.		
8 Wk 2 of assessment			
9 Wk 3 of assessment			
10 Wk 4 of assessment	Week 1 of Term 3 2025 - draft of the written design brief		