



# Digital Projects Level 1

## Overview and Key Features

Years 9 to 12 Learning 2020



## The purpose of this paper

The purpose of this paper is to provide information regarding the overview and key features of the proposed *Digital Projects Level 1*

It is designed to enable all interested stakeholders to reflect and provide feedback on key features including learning outcomes, structure, sequencing and likely content. This feedback will be considered in writing the draft course.

## Consultation

Throughout the course development process there will be four opportunities for formal stakeholder consultation:

- Course Scope
- Structural Overview and Key features (Nov/Dec 2020)
- Initial Draft Course (March 2021)
- Final Draft Course (June 2021)

This paper represents the second of four course consultation points for teachers to engage in the course development process for *Digital Projects Level 1*.

## Course Rationale

*Digital Projects Level 1* is a foundational course designed to build personal confidence with the use of digital technologies and enable the development of digital literacy, skills and knowledge to support learners to have fulfilling and productive lives, careers and relationships.

Digital Projects will meet learner needs and interests through a customisable, engaging program of learning utilising problem-based and project-based inquiries. Digital Projects will enable students to engage practically and collaboratively with common and emerging technologies and have opportunities to develop projects to meet personal needs and interest.

Digital Projects provides a pathway between Preliminary Technologies to successful transition to Level 2 courses including Computer Graphics & Design, Computer Science and Information Systems & Digital Technologies as well as supporting the development of the digital skills to aid learning in all senior secondary courses.

## Years 9 to 12 Curriculum Framework

[Years 9 to 12 Education Framework](#) informs the design of *Digital Projects* course and it fits within the 1 focus area of the [Years 9 to 12 Curriculum Framework](#).

## Pathways in

There are no recommended pathways in, however this course would be appropriate students coming from Preliminary Technologies.



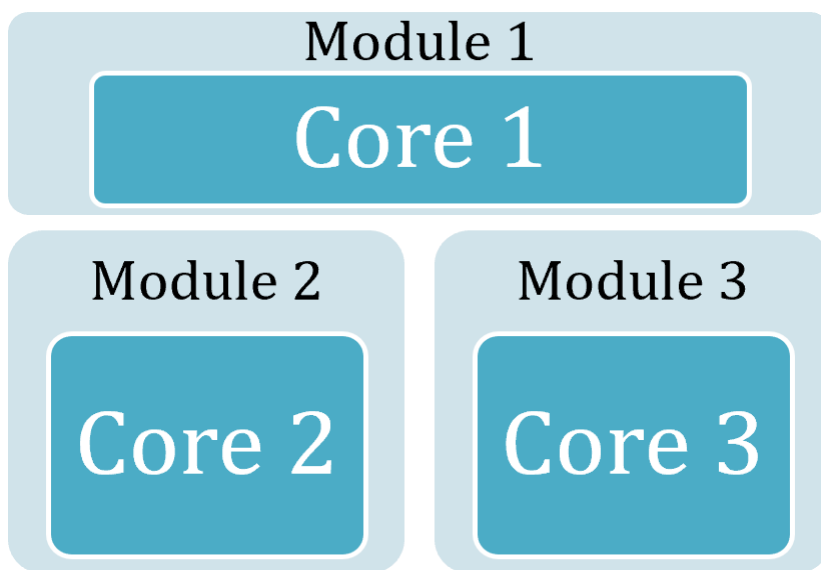


## Learning Outcomes

On successful completion of this course learners will be able to:

- apply a design process when creating or modifying information solutions using digital technologies
- document ideas and solutions for targeted audiences
- understand the nature and use of computer hardware and software to achieve digital solutions
- describe a range of traditional, current and emerging information and software technologies
- the role of people and technologies in developing innovative solutions for preferred futures
- understand how legal, ethical and social considerations are interconnected in the development of digital solutions
- apply skills in management, communication and teamwork in relation to individual and group activities

## Course Structure



### Modules Available

Core 1: Digital Systems

Core 2: Guided Collaborative Projects

Core 3: Negotiated Collaborative or Independent Projects

### Course Delivery

To be developed through consultation.

## Module content

Modules 1 Concurrent delivery	Module 2 completed prior to Module 3	<b>Module 1</b> <b>Digital Systems</b> <ul style="list-style-type: none"> <li>Developing personal computing capabilities (investigating, creating, communicating, managing &amp; operating digital technologies)</li> <li>Practising digital safety and wellbeing</li> <li>Exploring IT careers</li> <li>Digital systems and trouble shooting</li> <li>Exploring Traditional, Current and Emerging Technologies</li> <li>Human-to-human &amp; Human-to-computer interactions</li> <li>Introduction to Project Management and Design Process</li> <li>Introduction to Digital work practices (ergonomics, OH&amp;S, privacy, etc)</li> </ul> <p>Work requirements</p> <p>Folio</p>						
		<b>Module 2</b> <b>Guided collaborative projects</b>	Hardware	Software	ICT in Society	Digital literacy	Digital Citizenship	
	<b>(at least 2 themes to be explored in 50hrs)</b>	<b>Delivery Theme 1 - Programming Focus</b>  e.g. <ul style="list-style-type: none"> <li>Introduction to programming – general-purpose programming language</li> <li>Creating digital games and/or Apps</li> </ul>	<b>Delivery Theme 2 - Digital Technologies</b>  e.g. <ul style="list-style-type: none"> <li>AI/VR/AR</li> <li>Electronics</li> <li>Robotics</li> <li>Smart Tech</li> <li>Drone Programming</li> </ul>	<b>Delivery Theme 3 - Digital Fabrication Focus</b>  e.g. <ul style="list-style-type: none"> <li>CAD/CAM</li> <li>3d Printing</li> <li>Laser Cutting / CNC</li> <li>Vinyl Cutting,</li> </ul>	<b>Delivery Theme 4 – Multimedia Focus</b>  e.g. <p>understanding of the nature of media (e.g. sound, images, video, graphics, animation)</p> <ul style="list-style-type: none"> <li>Digital animation</li> <li>Web Design</li> <li>Digital images/video</li> </ul>	<b>Delivery Theme 5 - Business Computing Focus</b>  e.g. <ul style="list-style-type: none"> <li>Software applications</li> <li>Data &amp; Information</li> <li>Networks &amp; Security</li> <li>Cloud Technology</li> <li>Project Management</li> <li>Solve simple client problems (help desk)</li> </ul>	<b>Delivery Theme 6 – Information</b>  Processing, publishing and presenting  e.g. <p>use of technology to design and implement information-processing solutions.</p> <ul style="list-style-type: none"> <li>Business Publishing</li> <li>Digital Presentations</li> <li>Digital Publishing</li> <li>Personal Publishing</li> <li>Social media campaign</li> </ul>	<b>Delivery Theme 6 – School developed digital project based on local context and opportunities</b>



Module 3 delivered after Module 2	<b>Module 3</b> Negotiated collaborative or individual Projects	<ul style="list-style-type: none"> <li>Responding to a brief (Computational &amp; Design Thinking) - produce a digital solution and documentation for an identified need</li> <li>Building on the skills developed in Delivery themes followed in Module 2</li> <li>Independent or Collaborative project(s)</li> <li>Project Management</li> </ul>
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### Relationship to possible Future Provision

Focus Area	P	I	2	3	4
DISCIPLINE-BASED			Computer Science Electronics Food and Nutrition		
TRANSDISCIPLINARY		Design and Technology Digital Projects	Paddock to Plate		Capstone Course Design and Innovation
PROFESSIONAL STUDIES		Food and Agricultural Technology	Hospitality and Tourism Agriculture Built Environmental Design Automotive and Mechanical Systems Design and Production Industrial Design Solutions Computer Graphics and Design Engineering Design Advanced Manufacturing Information Systems and Digital Technologies		
PERSONAL FUTURES	Technologies		Essential Skills - Using Computers and the Internet		

Note: Subject to ongoing accreditation considerations in line with the Accreditation Framework