Information Technology

YEAR 10

Robotics | Comic Capers | Websites, Blogs & Podcasts

Computer Systems	Computer Applications	Design and Technology	Computers for Business and Personal Use

STAGE 1
Semester 1

Computer Systems	Computer Applications	Design and Technology	Computers for Business and Personal Use
Information Technology Systems	Interactive Websites	Movie Special Effects 2D and 3D Animation Computer Game Production	Desktop Publishing

STAGE 1
Semester 2

Computer Systems	Computer Applications	Design and Technology	Computers for Business and Personal Use
Information Technology Systems Development	Interactive Websites	Movie Special Effects 2D and 3D Animation Computer Game Production	Digital Publishing

STAGE 2

HESS General	HESS Restricted
Information Technology Studies	Movie Making Technology Computer Game Design

Casuarina Senior College aims to provide an outstanding education and quality outcomes for all students through the provision of rich learning experiences and a varied curriculum designed to maximise student engagement.

Students are able to access all subjects without incurring tuition costs. A number of subjects also offer extended learning experiences which are optional and for which the College Council will seek the reimbursement of associated costs from parents of participating students. Examples include additional materials, excursions, etc. Indicative reimbursement costs for subjects containing extra-curricula activities are identified throughout the handbook by an asterisk (*).

For further information please contact the College on 8920 1211.

Information Technology Systems

Code
1IF211

NTCET Code
1IFT10

*$20 to cover the high volume of printing.

Prerequisite
No prerequisite.

Subject Description

This course is designed for students who are interested in being able to use information technology to produce and present information whilst at the same time developing an understanding of underlying concepts. This will allow them to utilise and manage information technology in a skilled and knowledgeable way.

Content

Computer Systems and Web-based Applications are the two units studied this semester. Students will learn about the interaction between hardware, software and communications technology in the development of web-based information systems and the impact that this technology is having on society.

Assessment

Formal assessment is continuous throughout the semester through skills tests and written assignments. The final assessment will require students to follow the steps in the Systems Development lifecycle to produce a web-based information system for a given client. There is a final theory examination.

Credit	Subject Length	Subject Offered
10	1 x semester	Semester 1

Information Technology Systems Development

Code
1IF212

NTCET Code
1IFT10

*$20 to cover the high volume of printing.

Prerequisite
To have been counselled by course coordinator. Information Technology Systems is recommended.

Subject Description

This subject introduces the formal study of information technology systems and focuses on the design and development of information systems through the study of the Systems Development Lifecycle. This subject is **strongly** recommended for students intending to study Information Technology Studies (HESS General) at Stage 2.

Content

- Information Systems Analysis
- Flat File and Relational Databases
- Application Programming
- The Systems Development Lifecycle in the development of relational databases
- Social impact of electronic systems

The course is approximately 60% theory and 40% practical

Assessment

Formal assessment is continuous throughout the semester through tests, written assignments and a project that will require students to follow the steps in the Systems Development Lifecycle to produce a relational database for a given client. There is a final theory examination.

Credit	Subject Length	Subject Offered
10	1 x semester	Semester 2

Interactive Websites

Code
1IF221

NTCET Code
1IFT10

*$20 to cover the high volume of printing.

Prerequisite
No prerequisite.

Subject Description

This course focuses on the creation of interactive websites for given clients. The course introduces the student to web development using computer hardware and software. This course is recommended to students intending to undertake Programming Computer Games in Semester 2 and Computer Game Design at Stage 2.

Content

Web Programming and Dynamic Websites are the topics covered in this course. Students will develop skills required for the development of interactive web pages. Students will be required to study computer concepts such as hardware, software procedures and people.
Course content is approximately 30% theory and 70% practical.

Assessment

Assessment is continuous throughout the semester through skills tasks and an issues assignment. Students will be required to follow the steps of the Systems Development Life Cycle to create a web site for a given client.

Credit	Subject Length	Subject Offered
10	1 x semester	Semester 1 & 2

Computer Game Production

Code
1CC211

NTCET Code
1CCA10

*Nil

Prerequisite
No prerequisite.

Subject Description

This is a practical based subject that introduces students to design cycle through the development of an educational role playing game using Flash MX. Students acquire skills in the use of Flash and develop a logical approach to the completion of projects.
A role playing game usually involves a character on a mission or "quest". Along the way, the hero must face a great number of challenges and enemies.

Content

Communication Products is the focus area for this Design and Technology course. Students will investigate what makes a good educational game before designing, producing and evaluating their own educational Role Playing Game (RPG). Students will learn animation techniques, how to create movie clip sprites, and how to edit and use sounds. A particular focus is placed on introducing students to common Action Script skills and techniques.

Assessment

There will be four assessment components weighted between 10% and 50%:

1. Product Analysis
2. Design and Communication Task
3. Product Realisation and Evaluation
4. Specialised Skills Task

Credit	Subject Length	Subject Offered
10	1 x semester	Semester 1 & 2

Movie Special Effects

Code
1CC221

NTCET Code
1CCA10

* 1.$20 to cover equipment.
2. Purchase of headset with mircophone from the College Bookroom (Approx. $15).

Prerequisite
No prerequisite.

Subject Description

This course focuses on the editing of video for a variety of purposes including personal and professional use. The course introduces the student to video editing using computer hardware and software. This course is recommended to students intending to undertake 2D and 3D Animation in Semester 2 and Movie Making Technology at Stage 2.

Content

Communication Products is the topic studied in this course. Students develop planning and video editing skills to make video clips and learn how to effectively use a digital video camera. Students learn to capture and sequence video, add transitions and overlays and produce special effects.
Course content is approximately 20% Theory and 80% Practical.

Assessment

There will be four assessment components weighted between 10% and 50%:

1. Product Analysis
2. Design and Communication Task
3. Product Realisation and Evaluation
4. Specialised Skills Task

Credit	Subject Length	Subject Offered
10	1 x semester	Semester 1 & 2

2D and 3D Animation

Code
1CC231

NTCET Code
1CCA10

*$10

Prerequisite
No prerequisite.

Subject Description

In this course, students develop skills in different techniques used in animation. Students design and create their own 2D & 3D animations and learn to combine elements from each style of animation. Students undertaking this course in Semester 1 can go on to Video Editing or Programming Computer Games in Semester 2. Students doing the course in Semester 2 can study Movie Making Technology or Advanced Programming at Stage 2.

Content

Communication Products is the topic studies in this course. Students develop 2D drawing skills, 3D modelling skills and key-frame animation skills. Course content is approximately 30% theory and 70% practical.

Assessment

There will be 4 assessment components weighted between 10% and 50%:

1. Product Analysis
2. Design and Communication Task
3. Product Realisation and Evaluation
4. Specialised Skills Task

Credit	Subject Length	Subject Offered
10	1 x semester	Semester 1 & 2

Desktop Publishing

Code
1IP221

NTCET Code
1IPR10

*$20 to cover the high volume of printing.

Prerequisite
No prerequisite.

Subject Description

Desktop Publishing focuses on design and presentation of information in **paper-based format** using the design process of investigate, devise, produce and evaluate. Students will use a range of computer technologies to input, process, manage and communicate information, which will enhance their basic broad entry-level industry skills.

Content

Students develop layout and design skills to create a range of publications eg. flyers and brochures. Students learn about the design process and evaluate print publications.

To input data the hardware used may include keyboards, scanners and digital cameras. The software packages used may include:

- Desktop Publishing eg Publisher
- Graphic eg Photoshop and Illustrator
- Word Processing eg Microsoft Word

For the theory component students may consider the social, ethical or legal issues associated with the use of computerised technology for desktop publishing.

Assessment

Assessment Component 1: Practical Skills	60%
Assessment Component 2: Designing and Skills Application	30%
Assessment Component 3: Issues Analysis	10%

Credit	Subject Length	Subject Offered
10	1 x semester	Semester 1

Digital Publishing

Code
1IP211

NTCET Code
1IPR10

***$20 to cover the high volume of printing.**

Prerequisite
No prerequisite.

Subject Description

Digital Publishing compliments Desktop Publishing, focusing on the presentation of information in a digital format using the design process of investigate, devise, produce and evaluate.

Students will use a range of computer technologies to input, process, manage and communicate information for personal use, whether it be for school/further study/home.

Content

Some topics may include:

- processing photos for the web
- creating animations for the web
- advanced PowerPoint presentations including creating own designs, using interactivity in the form of hyperlinks and hot spots
- creating websites
- creating animation

To input data the hardware used may include keyboards, scanners and digital cameras. The software packages used may include:

- Word Processing eg Microsoft Word
- Graphic manipulation eg Photoshop
- Digital Presentation eg PowerPoint
- Web Design eg Dreamweaver
- Animation eg Flash

For the theory component students may consider the social, ethical or legal issues associated with the use of computerised technology for communication.

Assessment

Assessment Component 1: Practical Skills - 60%
Assessment Component 2: Designing and Skills Application - 30%
Assessment Component 3: Issues Analysis - 10%

Credit	Subject Length	Subject Offered
10	1 x semester	Semester 2