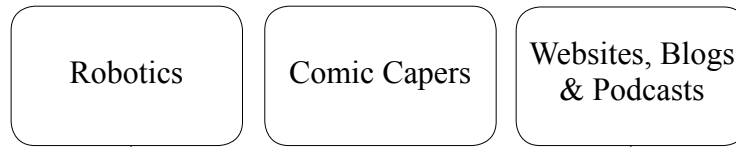
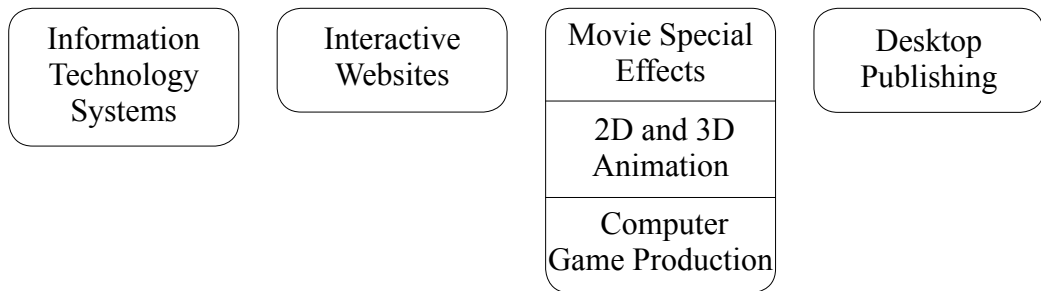


Information Technology

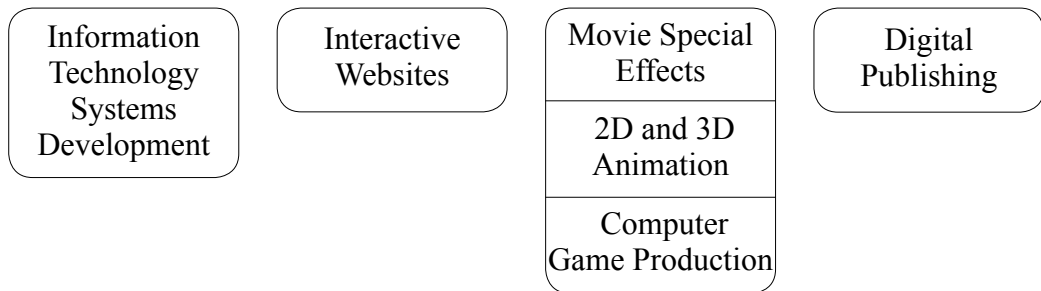
YEAR 10



STAGE 1 Semester 1




STAGE 1 Semester 2



STAGE 2





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 stage 2

Information Technology Studies

Subject Description

This course furthers the formal study of Information Technology. Learning about information systems is acquired principally through case studies with a focus on relational database systems. Students will follow the steps in the Systems Development Lifecycle to produce 2 information systems for a client of their own choosing.

The principles and concepts of programming are an integral part of the study of computer software. The study of communications technology provides an understanding of the way that information is disseminated on a global scale. Students will consider social issues related to the increased use of, and dependence on, computer technology.

This course is highly recommended for students planning to continue studies in Information Technology and related subjects at a tertiary level.

Content

- Information Systems Analysis
- Application Programming
- Systems Development Lifecycle
- Communications Technology
- Social Issues
- Relational Databases

Assessment

External Exam - 30%

Information Systems Projects - 40%

School Assessment - 30%

Group	Subject Length
2	Full Year

**Students cannot study both
Information Technology Studies and
Information Technology**

Code
22504

SACE Code
2ITY2

Category
HESS General

*\$30 to cover
software and
equipment.

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

information technology stage 2

Computer Game Design

Subject Description

This course leads on from Educational Flash Game Design Stage 1, Programming Computer Games Stage 1 and Interactive Webs Stage 1. In this course, students learn about technology by studying the products, processes and systems in the area of Education Games.

Content

Communication Products is the focus area for this Design and Technology Course. Students take on the role of a professional software developer employed to design and produce an educational Flash learning tool. Students will consolidate their knowledge of the design process as well as developing animation, Photoshop, Action Script and HTML programming skills. Students will also be asked to consider a number of important social issues such as addiction, violence and sexism in educational games.

Assessment

There will be three assessment components weighted between 10% and 60%:

Assessment Component 1: Critiquing Task 10%

Assessment Component 2: Product Design and Realisation Task 60%

Assessment Component 3: Specialised Skills Task 30%

Group 2	Subject Length Full Year
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Code
225C8

SACE Code
2CPB2

Category
HESS Restricted

*\$30 to cover
software and
hardware.

Prerequisite
No prerequisite.

information technology

stage 2

Movie Making Technology

Subject Description

This course focuses on the development of and the technology behind movie productions. Skills and knowledge will be acquired through extensive practical work with relevant theory discussions. Students follow the steps of the Design Cycle to produce a movie that would be suitable for a film festival. Students will learn to incorporate a variety of techniques into movie productions.

This course is intended for students interested in exploring technical aspects of creating movies and students considering media rich careers such as News Casting and Advertising.

Content

- Script writing
- Storyboarding
- Cameras and Camcorders
- Video Editing
- Transitions and Overlays
- Special effects (both rotoscoped and key frames)
- Related social issues

Content is approximately 30% theory and 70% practical.

Assessment

There will be four assessment components:

1. Product analysis - 10%
2. Product Design and Realisation task - 60%
3. Specialised skills task - 30%

Group	Subject Length
2	2 x semesters

NB: If students wish to achieve a Territory Entrance Rank (TER), used for entrance to universities, no more than 2 units or 1 full year subject to Design & Technology can be studied at Stage 2.

Code
22570

SACE Code
2CPB2

Category
HESS Restricted

- *1. \$40 to cover equipment.
2. Purchase of headset with microphone.

Prerequisite
No prerequisite.