

# Levels 7 & 8 Overview of units

\*\* marks spotlighted unit for the school

We note that some curriculum content descriptors are not addressed in this overview at the time of publishing. School snapshots for the case studies project are classified on a spectrum from "starting out" to "consolidating practices".



	Unit A	Unit B
<b>Title / theme</b>	VEX Robotics (Integrated Studies STEM stream)	B4 Computing (Integrated Studies STEM stream)
<b>Summary / intention</b>	Introduction to programming robots, both virtually and real, that contain a number of sensors.	Introduction to how the computers work, by breaking it down into small components. And creating and programming a small 4 bit computer.
<b>Approximate number of hours</b>	30hrs	30hrs
<b>Assessment piece or pieces</b>	Successful programming of robot to complete a range of tasks	Successful completion of small progressive tasks that build up to the complete system
<b>Hardware and software tools used</b>	VEX – virtual Free online coding program <a href="https://education.vex.com/stemlabs/cs">https://education.vex.com/stemlabs/cs</a> and hands on VEX Robotics IQ Kit <a href="https://education.vex.com/stemlabs/iq">https://education.vex.com/stemlabs/iq</a>	B4 Programming Kit: <a href="https://www.digital-technologies.institute/b4-learning-system">https://www.digital-technologies.institute/b4-learning-system</a> <a href="#">Curric map (Aust Curric)</a> <a href="#">Lesson plans</a>

## Curriculum Content Descriptions addressed:

### DIGITAL SYSTEMS

**VCDTDS035:** Investigate how data is transmitted and secured in wired, wireless and mobile networks.

### DATA AND INFORMATION

**VCDTDI036:** Investigate how digital systems represent text, image and sound data in binary.

**VCDTDI037:** Acquire data from a range of sources and evaluate their authenticity, accuracy and timeliness.

**VCDTDI038:** Analyse and visualise data using a range of software to create information, and use structured data to model objects or events.

**VCDTDI039:** Manage, create and communicate interactive ideas, information and projects collaboratively online, taking safety and social contexts into account.

### CREATING DIGITAL SOLUTIONS

**VCDTCD040:** Define and decompose real-world problems taking into account functional requirements and sustainability (economic, environmental, social), technical and usability constraints.

**VCDTCD041:** Design the user experience of a digital system, generating, evaluating and communicating alternative designs.

**VCDTCD042:** Design algorithms represented diagrammatically and in English, and trace algorithms to predict output for a given input and to identify errors.

**VCDTCD043:** Develop and modify programs with user interfaces involving branching, iteration and functions using a general-purpose programming language.

**VCDTCD044:** Evaluate how well student-developed solutions and existing information systems meet needs, are innovative and take account of future risks and sustainability.

### DIGITAL SYSTEMS

VCDTDS035

### DATA AND INFORMATION

VCDTDI036

VCDTDI037

VCDTDI038

VCDTDI039

### CREATING DIGITAL SOLUTIONS

VCDTCD040

VCDTCD041

VCDTCD042

VCDTCD043

VCDTCD044

### DIGITAL SYSTEMS

VCDTDS035

### DATA AND INFORMATION

VCDTDI036

VCDTDI037

VCDTDI038

VCDTDI039

### CREATING DIGITAL SOLUTIONS

VCDTCD040

VCDTCD041

VCDTCD042

VCDTCD043

VCDTCD044

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