Information and Software Technology 2024

Thursday, 1 January 2015
8:30 AM

Year 10	Stage 5	IST	Teacher: Foster	Class: 10

Term 1

Software Development and Programming - 30hrs

1	2	3	4	5	6	7	8	9	10	

5.2.1, 5.2.2, 5.2.3, 5.5.2

This option involves students undertaking a range of activities that will lead them to modifying and writing their own code when developing software products. Initially students will work with existing code to identify data types and control structures, leading to the development of algorithm descriptions. Students will also undergo studies in the impact of past, present and future technologies with reference to legal, social and ethical issues as well as get an insight into the people and occupations available in the area of software development and programming. Students will continue to build upon their understanding of software and hardware use, data handling, cultural and environmental perspectives and the planning life cycle involved in real-world projects. Students will build a simple 2D game, several Apps and C++ programs.

Assessment Week 8/9: Assessment Project Check-in (20%)

Term 2

Software Development and Programming - 30hrs

1	2	3	4	5	6	7	8	9	10	

5.2.1, 5.2.2, 5.2.3, 5.5.2

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Assessment Week 4/5: Assessment Project Check-in (20%)

Term 3

Software Development and Programming - 15hrs	The Internet and Website Development - 30hrs

1	2	3	4	5	6	7	8	9	10	

5.2.1, 5.2.2, 5.2.3, 5.5.2	**5.1.1, 5.1.2, 5.2.2, 5.3.1, 5.3.2, 5.5.1, 5.5.2, 5.5.3**
This option involves students undertaking a range of activities that will lead them to modifying and writing their own code when developing software products. Initially students will work with existing code to identify data types and control structures, leading to the development of algorithm descriptions. Students will also undergo studies in the impact of past, present and future technologies with reference to legal, social and ethical issues as well as get an insight into the people and occupations available in the area of software development and programming. Students will continue to build upon their understanding of software and hardware use, data handling, cultural and environmental perspectives and the planning life cycle involved in real-world	Students undertake a study of the historical development of the internet. Tools and uses of the internet are explored particularly in the area of the World Wide Web. Students manipulate tools to design, produce and evaluate a website for a given purpose. Students develop a range of websites and HTML apps for use and access on a server along with the intellectual property rights that encompass the area.

projects. Students will build a simple 2D game, several Apps and C++ programs.	
Assessment Week 4/5: Assessment Project Submission (30%)	

Term 4

The Internet and Website Development - 30hrs	

1	2	3	4	5	6	7	8	9	10	

5.1.1, 5.1.2, 5.2.2, 5.3.1, 5.3.2, 5.5.1, 5.5.2, 5.5.3	
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Assessment Week 4/5: Assessment Project Submission (30%)	

Evaluation