

## Information and Software Technology 2024

Thursday, 1 January 2015 8:30 AM

Year 10   Stage 5   IST								Teacher: Foster		
Term 1										
Software I	Developmen	t and Progra	amming - 30	hrs						
1	2	3	4	5	6	7	8	9	10	
5.2.1, 5.2.2,	5.2.3, 5.5.2									
software pro algorithm de social and et programming	nvolves studen ducts. Initially secriptions. Studentical issues as g. Students will all perspectives ograms.	students will wo dents will also u well as get an continue to bu	ork with existing undergo studie insight into the individual into	g code to ident es in the impact e people and o understanding	ify data types a of past, prese ccupations ava of software and	and control strong and and future to allable in the a d hardware use	uctures, leadin echnologies wi rea of software e, data handlin	g to the develoth reference to development g, cultural and	opment of o legal, and	
Assessmen	it Week 8/9: As	sessment Proj	ect 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

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

Term 3											
Software	Developmen	t and Progr	amming - 15	ihrs	Т	The Internet and Website Development - 30hrs					
1 2 3 4 5						7	8	9	10		
5.2.1, 5.2.2,	<u> </u>					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 Interr	net and Webs	site Develop	ment - 30hr	S						
1	2	3	4	5	6	7	8	9	10	
Students un particularly given purpo	n the area of th	of the historic e World Wide evelop a range	al developmen Web. Students of websites an	nt of the internet manipulate too d HTML apps f	ols to design, p	roduce and ev	∕aluate a webs	ite for a		
Assessmer	nt Week 4/5: As	ssessment Pro	ect Submissio	n (30%)						

Evaluation	