Content overview

Digital Technologies 7 & 8 (Stage 4)	Recommended for Year 7	Recommended for Year 8	Track 1 — Broad comprehensive emphasis	Track 2 — In-depth emphasis	Track 3 — Computer science/coding emphasis	Track 4 — Creative or practical emphasis	Track 5 — Skill building	STEM: Science	Technology	Engineering	Mathematics
Part 1: Knowledge and understanding											
Understanding digital systems	■	■	■	■	■		■				
Understanding data	■	■	■	■	■		■				
Understanding programming	■	■	■	■	■		■				
Understanding networks	■	■	■	■			■				
Understanding project management	■	■	■			■	■				
Part 2: Projects								S	T	E	M
Programming											
Guided project: Extended guessing game	■		■		■		■		✓		✓
Project: Multiplication quiz machine	■		■		■		■		✓		✓
Project: Simon says – programming a game	■		■		■		■		✓		
Project: Programming your own text-based adventure game		■		■	■				✓		
Project: Embedded systems		■				■	■		✓	✓	✓
Modelling and simulation											
Guided project: Using spreadsheets	■		■				■		✓		✓
Project: The chessboard problem		■	■				■	✓	✓		✓
Project: Build your own interactive temperature converter	■		■	■			■	✓	✓		✓
Project: Roll the dice		■	■				■		✓		
Digital design											
Guided project: Image editing	■		■			■	■		✓		
Project: A mosaic mural for the classroom	■		■			■	■		✓		
Project: Comparing website builders		■		■		■	■		✓		
Project: Choose-your-own-adventure website	■			■		■			✓		
Project: 3D design and printing		■				■		✓		✓	✓
Data analysis and visualisation											
Guided project: Information systems and databases	■	■	■		■		■	✓	✓		✓
Project: Class database		■	■				■		✓		✓
Project: Adventures in data diving		■		■			■	✓	✓		✓
Robotics											
Guided project: Introducing robotics	■	■	■		■	■	■		✓	✓	✓
Project: Robo Olympics	■	■		■	■	■	■	✓	✓	✓	✓
Project: Sci-fi simulations		■	■	■	■	■	■	✓	✓	✓	✓
Project: Robots walking the line		■	■	■	■	■	■		✓	✓	✓