## Levels 9 & 10 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	Unit C	Unit D
Title / theme	9 Creating Digital Solutions	9 & 10 Digital Systems	10 Data & Information	9&10 Creating Digital Solutions
Summary / intention	Game Design using simple drag and drop interface (Clickteam Fusion) to represent code & logic. Students to play each other's game for constructive feedback	Hardware/Software components in computer networks including LAN, WAN, DNS, DHCP, wireless encryptions, wireless protocols	Internet of Things (IoT) devices and impact of infrastructure development and social issues	Structured programming methodology using Microsoft Visual Basic.NET. Each student creates a simple (quiz) game based on their preferential theme. Analysis, Design, Develop and Evaluation stages are covered.
Approximate number of hours	4 to learn	2 and 2	3	30
Assessment piece or pieces	4 folios 1 project	Online test	1 research assignment	6 folios, 1 test, 1 project
Hardware and software tools used	Clickteam Fusion 2.5 free edition	PowerPoint	Publisher/PowerPoint/Word	Visual Basic.NET Community Ed
Curriculum Content Descriptions addressed:	DIGITAL SYSTEMS	DIGITAL SYSTEMS	DIGITAL SYSTEMS	DIGITAL SYSTEMS
DIGITAL SYSTEMS	□ VCDTDS045	☑ VCDTDS045	∨CDTDS045	□ VCDTDS045
<b>VCDTDS045:</b> Investigate the role of hardware and software in managing, controlling and securing the movement of and access to data in networked digital systems.	DATA AND INFORMATION	DATA AND INFORMATION	DATA AND INFORMATION	DATA AND INFORMATION
	□ VCDTDI046		□ VCDTDI046	□ VCDTDI046
DATA AND INFORMATION  VCDTDI046: Analyse simple compression of data and how content data are separated from presentation.	□ VCDTDI047	□ VCDTDI047	☑ VCDTDI047	□ VCDTDI047
	□ VCDTDI048	□ VCDTDI048	□ VCDTDI048	□ VCDTDI048
<b>VCDTDI047:</b> Develop techniques for acquiring, storing and validating quantitative and qualitative data from a range of sources, considering privacy and security requirements.	□ VCDTDI049	□ VCDTDI049	☑ VCDTDI049	□ VCDTDI049
	CREATING DIGITAL SOLUTIONS	CREATING DIGITAL SOLUTIONS	CREATING DIGITAL SOLUTIONS	CREATING DIGITAL SOLUTIONS
<b>VCDTDI048:</b> Analyse and visualise data to create information and address complex problems, and model processes, entities and their relationships using structured data.	☑ VCDTCD050	□ VCDTCD050	☑ VCDTCD050	∨CDTCD050
	☑ VCDTCD051	□ VCDTCD051	□ VCDTCD051	∨CDTCD051
<b>VCDTDI049:</b> Manage and collaboratively create interactive solutions for sharing ideas and information online, taking into account social contexts and legal responsibilities.	□ VCDTCD052	□ VCDTCD052	□ VCDTCD052	∨CDTCD052
	□ VCDTCD053	□ VCDTCD053	□ VCDTCD053	∨CDTCD053
	□ VCDTCD054	□ VCDTCD054	□ VCDTCD054	□ VCDTCD054
CREATING DIGITAL SOLUTIONS				
<b>VCDTCD050:</b> Define and decompose real-world problems precisely, taking into account functional and non-functional requirements and including interviewing stakeholders to identify needs.				
VCDTCD051: Design the user experience of a digital system, evaluating				

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**VCDTCD054**: Evaluate critically how well student-developed solutions and existing information systems and policies take account of future risks and sustainability and provide opportunities for innovation.

VCDTCD053: Develop modular programs, applying selected algorithms and

data structures including using an object-oriented programming language.

alternative designs against criteria including functionality, accessibility,

**VCDTCD052:** Design algorithms represented diagrammatically and in structured English and validate algorithms and programs through tracing

usability and aesthetics.