SAMPLE ASSESSMENT OUTLINE COMPUTER SCIENCE ATAR YEAR 12

Acknowledgement of Country

Kaya. The School Curriculum and Standards Authority (the Authority) acknowledges that our offices are on Whadjuk Noongar boodjar and that we deliver our services on the country of many traditional custodians and language groups throughout Western Australia. The Authority acknowledges the traditional custodians throughout Western Australia and their continuing connection to land, waters and community. We offer our respect to Elders past and present.

Copyright

© School Curriculum and Standards Authority, 2015

This document – apart from any third-party copyright material contained in it – may be freely copied, or communicated on an intranet, for non-commercial purposes in educational institutions, provided that the School Curriculum and Standards Authority (the Authority) is acknowledged as the copyright owner, and that the Authority's moral rights are not infringed.

Copying or communication for any other purpose can be done only within the terms of the *Copyright Act* 1968 or with prior written permission of the Authority. Copying or communication of any third-party copyright material can be done only within the terms of the *Copyright Act* 1968 or with permission of the copyright owners.

Any content in this document that has been derived from the Australian Curriculum may be used under the terms of the Creative Commons Attribution 4.0 International licence.

Disclaimer

Any resources such as texts, websites and so on that may be referred to in this document are provided as examples of resources that teachers can use to support their learning programs. Their inclusion does not imply that they are mandatory or that they are the only resources relevant to the course.

Sample assessment outline Computer Science – ATAR Year 12

Unit 3 and Unit 4

Assessment type	Assessment type weighting	Assessment task weighting	Due date	Assessment task
Project	40%	15%	Semester 1 Weeks 5–8	Task 1: Using the framework for development, create an object-oriented program for a business client that requires a two-dimensional array, creation of classes, program control structures and good programming practices.
		25%	Semester 2 Weeks 10–13	Task 6: Develop and implement an integrated database programming solution using a software development framework that combines both programming skills and concepts with database creation and manipulation.
Theory test	10%	5%	Semester 1 Week 10	Task 3: A series of short and extended answer questions based on programming content with a focus on ethical and legal implications of software development.
		5%	Semester 2 Week 5	Task 5: A series of short and extended answer questions based on Network communications and Cyber Security concepts, including the interpretation and creation of network diagrams using specified CISCO conventions to represent network topologies, considering addressing, subnets, segmentation, security and performance.
Practical test	10%	5%	Semester 1 Week 8	Task 2: A practical test that focuses on a series of programming items that increase in difficulty. These programming items include debugging errors, dictionaries and classes.
		5%	Semester 2 Week 14	Task 7: A practical test to complete the creation and manipulation of a relational database management system (RDBMS) and use structured query language (SQL) to query required data, which can include enforcing referential integrity, DELETE, INSERT, inner joins, calculated and concatenated fields.
Examination	40%	15%	Semester 1 Week 16	Task 4: Semester 1 Examination – three hours using the examination design brief from the ATAR Year 12 syllabus. Section One, short answer, 20–30 questions (40%); Section Two, extended answer, four to six questions (60%).
		25%	Semester 2 Week 16	Task 8: Semester 2 Examination – three hours using the examination design brief from the ATAR Year 12 syllabus. Section One, short answer, 20–30 questions (40%); Section Two, extended answer, four to six questions (60%).
Total	100%	100%		