SAMPLE ASSESSMENT OUTLINE

COMPUTER SCIENCE
GENERAL YEAR 11

Copyright

© School Curriculum and Standards Authority, 2014

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 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 School Curriculum and Standards 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 <u>Creative Commons Attribution-NonCommercial 3.0 Australia licence</u>

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 - General Year 11

Unit 1 and Unit 2

Assessment type (from syllabus)	Assessment type weighting (from syllabus)	Assessment task weighting	When/start and submission date	Assessment task
Project	60%	10%	Semester 1 Week 5	Task 1: Research and justify the selection of a computer system, suitable for a person with minimal ICT skills who will take and download photos from a digital camera and email the photos to friends.
		10%	Semester 1 Week 9–10	Task 3: Create a budget suitable for a person with minimal ICT skills. The spreadsheet needs to be customisable by the user, enable the use of two sources of income and a range of expenses.
		15%	Semester 1 Week 14–15	Task 6: Create a database to store a music collection based upon albums and songs.
		15%	Semester 2 Week 8–9	Task 9: Create a two-player 'pong' game using a programming language.
		10%	Semester 2 Week 14–15	Task 12: Design a personal area network for a house.
Theory test	20%	5%	Semester 1 Week 6	Task 2: A theory test consisting of short answer questions based upon Hardware content
		5%	Semester 1 Week 13	Task 5: A theory test consisting of a series of short answer questions based upon Managing data content
		5%	Semester 2 Week 7	Task 8: A theory test consisting of a series of short answer questions based upon Programming content
		5%	Semester 2 Week 13	Task 11: A theory test consisting of a series of short answer questions based upon Network content
Practical test	20%	5%	Semester 1 Week 11	Task 4: A practical test consisting of a series of short answer questions based upon the Spreadsheet content
		5%	Semester 1 Week 15	Task 7: A practical test consisting of a series of short answer questions based upon the Managing data content
		10%	Semester 2 Week 9	Task 10: A practical test consisting of a series of short answer questions based upon the Programming content
Total	100%	100%		