



SAMPLE ASSESSMENT OUTLINE

COMPUTER SCIENCE
GENERAL YEAR 11

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.

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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%	15%	Semester 1 Week 5–6	Task 1: Research and justify the selection of a customised computer system suitable for online gaming that reflects the recommended hardware and software specifications for a popular game
		15%	Semester 1 Week 14–15	Task 4: Create a single table database using database software to store a music library or game data. The database should include database features such as simple data types, data entry forms, simple search techniques and queries
		30%	Semester 2 Week 7–9	Task 5: Using the stages of the software development cycle (SDC), develop a simple text-based choose-your-own-adventure game or 3D game using a chosen programming language that includes the use of variables, data types and control structures
Theory test	20%	10%	Semester 1 Week 13	Task 3: A theory test consisting of a series of short and extended answer questions based upon Hardware and Managing data content
		10%	Semester 2 Week 14	Task 7: A theory test consisting of a series of short and extended answer questions based upon designing a personal area network (PAN) or home network solution with justifications of network hardware devices, transmission media and protocols
Practical test	20%	7.5%	Semester 1 Week 11	Task 2: A practical test consisting of the creation of a spreadsheet solution for a small business. The practical spreadsheet application should include simple functions (sum, average, min and max) and simple formulae (addition, subtraction, multiplication and division)
		12.5%	Semester 2 Week 9	Task 6: A practical test consisting of the development, debugging or modification of a simple programming solution using a chosen programming language. This should include the use of variables, data types, and control structures
Total	100%	100%		