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## Sample course outline Applied Information Technology – Foundation Year 12 Semester 1 – Unit 3

| Week | Syllabus content   |  |
|------|--|--|
| Week | Knowledge  | Skills   |
| 1–2  | <ul> <li>Introduction <ul> <li>overview of Semester 1</li> <li>assessment requirements</li> </ul> </li> <li>C12.4 Project management <ul> <li>key words associated with project management: <ul> <li>target audience</li> <li>design process</li> <li>digital product</li> <li>digital solution</li> <li>group work protocols</li> <li>time management</li> </ul> </li> <li>the concept of a target audience</li> <li>stages of a design process, such as: <ul> <li>investigate and plan</li> <li>design and draft</li> <li>produce</li> <li>evaluate</li> </ul> </li> <li>types of roles and functions when working in teams to create a digital product and/or digital solution, including: <ul> <li>project manager</li> <li>researcher</li> <li>media coordinator</li> <li>content writer</li> </ul> </li> <li>strategies for effective collaboration while working in a team, including: <ul> <li>establishing group work protocols</li> <li>clearly identifying roles</li> <li>effective communication</li> <li>establishing clear goals and time lines</li> </ul> </li> </ul></li></ul> | <ul> <li>C12.4 Project management</li> <li>apply time management techniques</li> <li>apply techniques to represent a draft/storyboard</li> <li>apply a design process to create a digital product and/or digital solution</li> </ul> |
| 3–5  | <ul> <li>C12.1 The computer system</li> <li>key words associated with the computer system: <ul> <li>desktop</li> <li>server</li> <li>operating system</li> <li>computer system</li> <li>input</li> <li>output</li> <li>processing</li> <li>storage</li> <li>operating system</li> <li>application</li> </ul> </li> </ul>   | <ul> <li>C12.1 The computer system</li> <li>apply strategies to ensure appropriate physical care for a computer system</li> <li>maintain a safe work environment</li> </ul>  |

|      | Syllabus con   | tent   |
|------|--|--|
| Week | Knowledge  | Skills   |
|      | <ul> <li>types of computer systems         <ul> <li>desktop</li> <li>mobile</li> <li>server</li> </ul> </li> <li>purpose and types of hardware devices of a computer system         <ul> <li>input</li> <li>processing</li> <li>output</li> <li>storage</li> <li>communication</li> </ul> </li> <li>purpose and types of computer software         <ul> <li>operating system</li> <li>application</li> <li>utility</li> </ul> </li> <li>considerations for the physical care of a computer system         <ul> <li>ventilation</li> <li>proximity of liquids</li> <li>dust minimisation</li> </ul> </li> <li>strategies to minimise external threats to a computer system, including:             <ul> <li>antivirus software</li> <li>firewall</li> </ul> </li> <li>Workplace Safety and Health (WSH) issues associated with the use of personal information and communications technology, including:             <ul> <li>safe use of electrical equipment</li> </ul> </li> </ul> |  |
| 6–8  | <ul> <li>time spent using technology</li> <li>C12.2 Word processing and data management         <ul> <li>key words associated with word processing and data management:                 <ul></ul></li></ul></li></ul>  | <ul> <li>C12.2 Word processing and data<br/>management</li> <li>use word processing software for<br/>personal use</li> <li>use word processing software for<br/>personal use to create, format and<br/>print documents</li> <li>apply edit and proofreading functions<br/>when using word processing software</li> <li>apply personal data management<br/>techniques to store and access<br/>electronic documents</li> <li>C12.4 Project management</li> <li>apply time-management techniques</li> <li>apply techniques to represent a<br/>draft/storyboard</li> </ul> |

|      | Syllabus content  |   |
|------|---|---|
| Week | Knowledge   | Skills  |
|      | <ul> <li>the concepts of file formats and software associations</li> <li>types of data backup strategies         <ul> <li>local</li> <li>remote</li> </ul> </li> <li>features of word processing software for personal use, including:         <ul> <li>colour</li> <li>graphics</li> <li>shading</li> <li>borders</li> <li>horizontal and vertical alignment</li> <li>tables</li> </ul> </li> <li>edit and proofreading functions, including:         <ul> <li>thesaurus</li> <li>find and replace</li> <li>print preview and print options</li> </ul> </li> </ul>   |   |
| 9–11 | <ul> <li>print preview and print options</li> <li>C12.3 Presentation software         <ul> <li>key words associated with presentation software:                 <ul> <li>transitions</li> <ul> <li>animation</li> <li>hyperlinks</li> <li>elements of design</li> <li>features of presentation software, including:</li> <ul> <li>use of transitions and/or effects</li> <li>use of animation</li> <li>embedding hyperlinks</li> <li>design layout</li> <li>print preview and print options</li> <li>the elements of design</li> <li>line</li> <li>shape</li> <li>space</li></ul></ul></ul></li></ul></li></ul> | <ul> <li>C12.3 Presentation software</li> <li>use presentation software</li> <li>plan and create a digital presentation that meets the requirements of a target audience and applies the appropriate elements of design and the principles of design</li> <li>deliver a digital presentation using presentation software</li> <li>apply edit and proofreading functions when using presentation software</li> <li>apply time management techniques</li> <li>apply techniques to represent a draft/storyboard</li> <li>apply a design process to create a digital product and/or digital solution</li> </ul> |

| Meek  | Syllabus content   |   |
|-------|--|---|
| Week  | Knowledge  | Skills  |
| 12–16 | <ul> <li>E12.1 Sound editing</li> <li>key words associated with sound editing: <ul> <li>create</li> <li>capture</li> <li>edit</li> <li>effects</li> <li>audio formats</li> </ul> </li> <li>features of sound editing applications, including: <ul> <li>create</li> <li>capture</li> <li>edit</li> <li>effects</li> </ul> </li> <li>types of audio formats and their respective characteristics, including: <ul> <li>Waveform Audio File Format (WAVE, WAV)</li> <li>Moving Picture Experts Group-1 or 2 (MPEG-1 or MPEG-2) Audio Layer III (MP3)</li> <li>Windows Media<sup>®</sup> Audio (WMA)</li> </ul> </li> </ul> | <ul> <li>E12.1 Sound editing</li> <li>use a sound editing application</li> <li>use a sound editing application to create a digital product and/or solution</li> <li>edit an existing audio file</li> <li>combine two or more audio files</li> <li>C12.4 Project management</li> <li>apply time management techniques</li> </ul> |

## Semester 2 – Unit 4

| Mook | Syllabus content   |  |
|------|--|--|
| Week | Knowledge  | Skills   |
| 1-2  | <ul> <li>Introduction <ul> <li>review of Semester 1</li> <li>assessment requirements</li> <li>overview of Semester 2</li> </ul> </li> <li>C12.5 Online ethics <ul> <li>key words associated with online social collaboration: <ul> <li>social media</li> <li>ethical behaviour</li> <li>collaboration</li> <li>digital reputation</li> <li>privacy</li> <li>code of conduct</li> <li>connectivity</li> </ul> </li> <li>the concept of online social media</li> <li>types and features of social media tools</li> <li>advantages and disadvantages of online collaboration and physical location</li> <li>disclosing personal information and physical location</li> </ul> </li> <li>consequences of inappropriate online ethical behaviour, including: <ul> <li>using online social media</li> <li>sharing of personal information and images</li> </ul> </li> <li>consequences of inappropriate online ethical behaviour, including impact on: <ul> <li>digital reputation</li> <li>relationships</li> <li>employment</li> </ul> </li> <li>the concept of privacy in an online environment and the use of online digital content</li> <li>the reason for an ICT code of conduct in a school and/or workplace</li> </ul> | C12.5 Online ethics<br>• apply appropriate online ethical<br>behaviour when collaborating online |

|      | Syllabus content  |   |
|------|---|---|
| Week | Knowledge   | Skills  |
| 3–5  | <ul> <li>C12.6 Spreadsheets</li> <li>key words associated with spreadsheets: <ul> <li>row</li> <li>column</li> <li>cell</li> <li>worksheet</li> <li>formula</li> <li>function</li> <li>chart</li> </ul> </li> <li>features of spreadsheet software for personal use, including: <ul> <li>components (rows, columns, cell reference, menus, formula bar, worksheets)</li> <li>formulas (addition, subtraction, multiplication and division)</li> <li>functions (sum, average, percentage)</li> <li>charts (column, pie, line, bar)</li> <li>print preview and print options</li> </ul> </li> <li>considerations for format, design and layout of spreadsheets, including: <ul> <li>colour</li> <li>readability</li> <li>graphs/charts</li> </ul> </li> </ul>           | <ul> <li>apply techniques to represent a draft/storyboard</li> </ul>  |
| 6–10 | <ul> <li>E12.2 Video editing</li> <li>key words associated with video editing: <ul> <li>multimedia (videos, images, audio)</li> <li>transitions</li> <li>effects</li> <li>animations</li> <li>scenes</li> <li>layout</li> <li>timing</li> <li>video formats</li> <li>project files</li> <li>aspect ratio and resolution</li> </ul> </li> <li>features of digital video editing software, including: <ul> <li>text (title, captions, credits)</li> <li>multimedia (videos, images, audio)</li> <li>split and clip a video</li> <li>transitions, effects and animations</li> <li>scenes</li> <li>layout</li> <li>timing</li> </ul> </li> <li>the concept of video file formats</li> <li>types of video files</li> <li>exported files</li> <li>exported files</li> </ul> | <ul> <li>E12.2 Video editing</li> <li>use digital video editing software</li> <li>apply a design process to plan and create a simple video presentation</li> <li>apply elements and principles of design when creating a video presentation to meet the requirements of a target audience</li> <li>use project management strategies when planning, creating and presenting a video presentation</li> <li>C12.4 Project management</li> <li>apply time management techniques</li> <li>apply techniques to represent a draft/storyboard</li> <li>apply a design process to create a digital product and/or digital solution</li> </ul> |

| Mode  | Syllabus content   |   |
|-------|--|---|
| Week  | Knowledge  | Skills  |
| 11–16 | <ul> <li>E12.4 Website development</li> <li>key words associated with website development: <ul> <li>navigation</li> <li>media elements</li> <li>hyperlinks</li> <li>authoring</li> </ul> </li> <li>the concept of website design</li> <li>tools and techniques used to represent the development and design of a website, including: <ul> <li>website layout</li> <li>navigation of the website</li> <li>use of media elements</li> <li>use of fonts</li> <li>use of fonts</li> <li>location of content</li> </ul> </li> <li>features of web authoring software, including: <ul> <li>customise settings</li> <li>media elements</li> <li>hyperlinks</li> <li>navigation structure</li> <li>test and publish</li> </ul> </li> <li>types of web authoring software, including: <ul> <li>basic text editors</li> <li>source code editors</li> <li>what you see is what you get applications (WYSIWYG)</li> <li>word processors</li> </ul> </li> </ul> | <ul> <li>E12.4 Website development</li> <li>use digital web authoring software to create, test and publish a website <ul> <li>apply a design process</li> <li>apply elements of design and principles of design</li> <li>use project management strategies</li> </ul> </li> <li>apply edit and proofreading functions when using website authoring software</li> <li>C12.4 Project management techniques</li> <li>apply-time management techniques</li> <li>apply techniques to represent a draft/storyboard</li> <li>apply a design process to create a digital product and/or digital solution</li> </ul> |