**Sample Assessment Outline**

Computer Science

General Year 11

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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%** |  |  |