

GameMaker Maze Games Beginner Curriculum Links

Below are Content descriptions for the 5-6 Digital Technologies Curriculum the highlighted ones are covered in this course:

Digital Technologies Knowledge and Understanding

- Examine the main components of common digital systems and how they may connect together to form networks to transmit data (ACTDIK014)
- Examine how whole numbers are used to represent all data in digital systems (ACTDIK015)

Digital Technologies Processes and Production Skills

- Acquire, store and validate different types of data, and use a range of software to interpret and visualise data to create information (ACTDIP016)
- Define problems in terms of data and functional requirements drawing on previously solved problems (ACTDIP017)
- Design a user interface for a digital system (ACTDIP018)
- Design, modify and follow simple algorithms involving sequences of steps, branching, and iteration (repetition) (ACTDIP019)
- Implement digital solutions as simple visual programs involving branching, iteration (repetition), and user input (ACTDIP020)
- Explain how student solutions and existing information systems are sustainable and meet current and future local community needs (ACTDIP021)
- Plan, create and communicate ideas and information, including collaboratively online, applying agreed ethical, social and technical protocols (ACTDIP022)

Below are Content descriptions for the **7-8 Digital Technologies Curriculum** the highlighted ones are covered in this course:

Digital Technologies Knowledge and Understanding

- Investigate how data is transmitted and secured in wired, wireless and mobile networks, and how the specifications affect performance (ACTDIK023)
- Investigate how digital systems represent text, image and audio data in binary (ACTDIK024)

Digital Technologies Processes and Production Skills

- Acquire data from a range of sources and evaluate authenticity, accuracy and timeliness (ACTDIP025)
- Analyse and visualise data using a range of software to create information, and use structured data to model objects or events (ACTDIP026)
- Define and decompose real-world problems taking into account functional requirements and economic, environmental, social, technical and usability constraints (ACTDIP027)
- Design the user experience of a digital system, generating, evaluating and communicating alternative designs (ACTDIP028)
- Design algorithms represented diagrammatically and in English, and trace algorithms to predict output for a given input and to identify errors (ACTDIP029)
- Implement and modify programs with user interfaces involving branching, iteration and functions in a general-purpose programming language (ACTDIP030)
- Evaluate how student solutions and existing information systems meet needs, are innovative, and take account of future risks and sustainability (ACTDIP031)
- Plan and manage projects that create and communicate ideas and information collaboratively online, taking safety and social contexts into account (ACTDIP032)