

Year 7 Makerspace

Term 2 Course Outline

Students in Makerspace will explore coding, robotics, 3D design and electronics. They will be assessed on their demonstrated ability to follow the design process within these areas. The design process is about brainstorming, prototyping, testing and refining. Their largest project will revolve around producing an interactive project, of their choice, in Scratch (a web-based coding program) while documenting their progress through the design process.

Learning Outcomes

Students will be assessed on the following Learning Outcomes:

- 7.273 - Describes different views of three-dimensional objects
- 7.281 - Assigns ordered pairs to given points on the Cartesian plane
- 7/8.984 - Applies project management skills to document and use project plans to manage production processes
- 7/8.1014 - Plans and manages digital projects to create interactive information
- 7/8.1016 - Designs user experiences and algorithms incorporating branching and iterations, and tests, modifies and implements digital solutions

Assessment Tasks

Students will be assessed on their participation and completion of classwork and assessment tasks.

Task	Week Due*
Scratch Maze Task	Term 2, Week 2
Programming Design Project	Term 2, Week 5
TinkerCAD Replication	Term 2, Week 7
Robotics or Microbit Design Challenge	Term 2, Week 9

*Due dates are an estimate only

Teacher: Cherie Wilkinson

Executive Teachers: Jo Power and Clare Incher