

Year 7 Makerspace

Term 3 2021 Course Outline

Students in Makerspace will explore coding, 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:

- Year.7.273 (Math) Describes different views of three-dimensional objects
- Year.7.281 (Math) Assigns ordered pairs to given points on the Cartesian plane
- Y7/8.984 (Design and Tech) Applies project management skills to document and use project plans to manage production processes
- Y7/8.1014 (Digital Tech) Plans and manages digital projects to create interactive information
- Y7/8.1016 (Digital Tech) Designs user experiences and algorithms incorporating branching and iterations, and tests, modifies and implements digital solutions
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Assessment Tasks

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

Task	Week Due*
Scratch Design Project	Week 7
3D Design Tasks	Week 9

*Due dates are an estimate only

Teacher/s: James Hall

Executive Teacher: Jo Power and Clare Incher