

Information and Communication Technology 2019

Study plan

Section 1: School statement

| | |
|------------------------|-------------------------------|
| School: | Forest Lake State High School |
| Subject code: | 6406 |
| Combined class: | No |
| School contact: | MJ Raatz |
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Section 2: Course and assessment overview

Information and Communication Technology is a four-unit course of study.

Units 1 and 2 of the course are designed to allow students to begin their engagement with the course content, i.e. the knowledge, understanding and skills of the subject. Course content, learning experiences and assessment increase in complexity across the four units as students develop greater independence as learners.

Units 3 and 4 consolidate student learning.

QCAA approval

QCAA officer: Kritzinger, Carmen

Date: 31/05/2021

| Unit | Module number and description | Time in hours | Electives | Core concepts and ideas | Assess no. | Assessment technique, description and conditions | Dimensions |
|------|--|---------------|--|--|------------|---|---|
| 1 | <p>Module 1: Network Fundamentals for Esports Tournaments</p> <p>The 'Network fundamentals' module focuses on Esports tournaments and students understanding network, hardware and software components which allow sharing of data locally and globally for Esports. Students will produce solutions to technical problems using networks. These solutions may then be implemented and evaluated. PC building Simulator and the Esports expansion can be used heavily to explore hardware components and tournament network troubleshooting</p> | 37 | <ul style="list-style-type: none"> • Network fundamentals | <p>Hardware</p> <ul style="list-style-type: none"> • C1.1 Hardware components and peripheral devices of a computer system have specific functions and specifications • C1.2 Computer hardware and components should be identified and selected for specific user needs and purposes • C1.3 Hardware support systems provide technical information to troubleshoot problems <p>Software</p> <ul style="list-style-type: none"> • C2.1 Software has different purposes and functions • C2.2 There are both common interface features and specific techniques when using software • C2.3 Software support systems provide technical information to troubleshoot problems • C2.4 Data management techniques ensure access, storage, security and organisation of information <p>ICT in society</p> <ul style="list-style-type: none"> • C3.1 Appropriate equipment, procedures and techniques need to be used when working with computers to protect health and ensure safety • C3.2 Specific practices exist to ensure the ethical use, security and safety of the user • C3.3 Society is affected by past, new and emerging ICT | 1 | <p>Project</p> <p>Students respond to a project specification to develop a network capable of running an Esports tournament. They use Raspberry Pi's to demonstrate simplistic networking and document the problem-solving process used to achieve this in a multimodal presentation.</p> <ul style="list-style-type: none"> • Multimodal component Presentation of problem solving process and evaluation. 2.0–4.0 minutes • Product component Networked Raspberry Pi Variable conditions | <ul style="list-style-type: none"> • Knowing and understanding • Analysing and applying • Producing and evaluating |

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|------|---|---------------|--|--|------------|---|---|
| 1 | <p>Module 2: Esports Online Communication</p> <p>The 'Online communication' module focuses on students solving technical and/or creative problems through acquiring an understanding of types of online communities and their needs, and the types, purposes and functionality of specific types of websites that support information exchanges, including wikis, blogs, forums and social networking sites. Students will explore various communications technologies that are used to develop online communities for Esports. Students will develop an understanding of Voice-over-IP used in games, audio communication platforms like Discord, online Esports communities like High School Esports League and other technologies used in the Esports world for online communication.</p> | 18 | <ul style="list-style-type: none"> • Online communication | <p>Hardware</p> <ul style="list-style-type: none"> • C1.1 Hardware components and peripheral devices of a computer system have specific functions and specifications • C1.2 Computer hardware and components should be identified and selected for specific user needs and purposes • C1.3 Hardware support systems provide technical information to troubleshoot problems <p>Software</p> <ul style="list-style-type: none"> • C2.1 Software has different purposes and functions • C2.2 There are both common interface features and specific techniques when using software • C2.3 Software support systems provide technical information to troubleshoot problems • C2.4 Data management techniques ensure access, storage, security and organisation of information <p>ICT in society</p> <ul style="list-style-type: none"> • C3.1 Appropriate equipment, procedures and techniques need to be used when working with computers to protect health and ensure safety • C3.2 Specific practices exist to ensure the ethical use, security and safety of the user • C3.3 Society is affected by past, new and emerging ICT | 2 | <p>Extended response</p> <p>Students produce an extended written response to a question or statement around Esports and online communications.</p> <ul style="list-style-type: none"> • Written response This will involve exploring the ethical considerations, safety, privacy, data protection and bandwidth requirements of online communications, with a focus on how FLSHS could go about building their own online communication platform for Esports. 500–800 words | <ul style="list-style-type: none"> • Knowing and understanding • Analysing and applying • Producing and evaluating |

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| 2 | <p>Module 3: Audio and Video Production for Esports Trailers</p> <p>The 'Audio and video production' module focuses on students solving technical and/or creative problems through capturing or creating, manipulating, editing and communicating digital audio and video for a range of multimedia genres including websites, presentations, games and other interactive multimedia. Students will capture their Esports gameplay and utilise Adobe Premier Pro to create and edit videos demonstrating their Esports skills. They will conduct player interviews of FLSHS Esports Lions and modify these within Adobe Premier Pro to demonstrate their understanding of audio and video production.</p> | 27 | <ul style="list-style-type: none"> • Audio and video production | <p>Hardware</p> <ul style="list-style-type: none"> • C1.1 Hardware components and peripheral devices of a computer system have specific functions and specifications • C1.2 Computer hardware and components should be identified and selected for specific user needs and purposes • C1.3 Hardware support systems provide technical information to troubleshoot problems <p>Software</p> <ul style="list-style-type: none"> • C2.1 Software has different purposes and functions • C2.2 There are both common interface features and specific techniques when using software • C2.3 Software support systems provide technical information to troubleshoot problems • C2.4 Data management techniques ensure access, storage, security and organisation of information <p>ICT in society</p> <ul style="list-style-type: none"> • C3.1 Appropriate equipment, procedures and techniques need to be used when working with computers to protect health and ensure safety • C3.2 Specific practices exist to ensure the ethical use, security and safety of the user • C3.3 Society is affected by past, new and emerging ICT | 3 | <p>Project</p> <p>Students produce a series of videos showing off their Esports gameplay and demonstrating their skills in Adobe Premier Pro. They will need to produce a trailer for FLSHS Lions Esports Club as well as a video detailing one of their best gameplay moments.</p> <ul style="list-style-type: none"> • Multimodal component Presentation of analysis and evaluation with justified recommendations. 2.0–4.0 minutes • Product component Esports trailer. Gameplay video. 1 minute each. Variable conditions | <ul style="list-style-type: none"> • Knowing and understanding • Analysing and applying • Producing and evaluating |

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|------|---|---------------|---|--|------------|--|---|
| 2 | <p>Module 4: Esports competition documents and MOS Certificate</p> <p>The 'Document production' module focuses on students using document production software to develop documents that enhance communication. This will include acquiring skills in creating a range of document types including word processing and publishing software. Students will utilise their knowledge of Microsoft Office applications to produce documentation for an Esports competition, and visualise data and results of the competition. Within this module, students will undertake accredited Microsoft training with the possibility of achieving Microsoft Office Specialist certification which would provide students with up to four (4) QCE points.</p> | 28 | <ul style="list-style-type: none"> Document production | <p>Hardware</p> <ul style="list-style-type: none"> C1.1 Hardware components and peripheral devices of a computer system have specific functions and specifications C1.2 Computer hardware and components should be identified and selected for specific user needs and purposes C1.3 Hardware support systems provide technical information to troubleshoot problems <p>Software</p> <ul style="list-style-type: none"> C2.1 Software has different purposes and functions C2.2 There are both common interface features and specific techniques when using software C2.3 Software support systems provide technical information to troubleshoot problems C2.4 Data management techniques ensure access, storage, security and organisation of information <p>ICT in society</p> <ul style="list-style-type: none"> C3.1 Appropriate equipment, procedures and techniques need to be used when working with computers to protect health and ensure safety C3.2 Specific practices exist to ensure the ethical use, security and safety of the user C3.3 Society is affected by past, new and emerging ICT | 4 | <p>Project</p> <p>Students produce documents as the result of a formal business proposal for an Esports tournament and produce a PowerPoint presentation and Excel document showcasing the results of the tournament.</p> <ul style="list-style-type: none"> Written component Evaluation of the tournament design 400–700 words Product component Word document. Excel document. PowerPoint file Variable conditions | <ul style="list-style-type: none"> Knowing and understanding Analysing and applying Producing and evaluating |

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|------|--|---------------|--|--|------------|---|---|
| 3 | <p>Module 5: Esports online communication II</p> <p>The 'Online communication II' module further develops students knowledge surrounding the solutions to technical and/or creative problems through enhancing their understanding of types of online communities and their needs, and the types, purposes and functionality of specific types of websites that support information exchanges, including wikis, blogs, forums and social networking sites. Students will explore various communications technologies that are used to develop online communities for Esports. Students will further develop an understanding of Voiceover-IP used in games, audio communication platforms like Discord, online Esports communities like High School Esports League and other technologies used in the Esports world for online communication.</p> | 20 | <ul style="list-style-type: none"> • Online communication | <p>Hardware</p> <ul style="list-style-type: none"> • C1.1 Hardware components and peripheral devices of a computer system have specific functions and specifications • C1.2 Computer hardware and components should be identified and selected for specific user needs and purposes • C1.3 Hardware support systems provide technical information to troubleshoot problems <p>Software</p> <ul style="list-style-type: none"> • C2.1 Software has different purposes and functions • C2.2 There are both common interface features and specific techniques when using software • C2.3 Software support systems provide technical information to troubleshoot problems • C2.4 Data management techniques ensure access, storage, security and organisation of information <p>ICT in society</p> <ul style="list-style-type: none"> • C3.1 Appropriate equipment, procedures and techniques need to be used when working with computers to protect health and ensure safety • C3.2 Specific practices exist to ensure the ethical use, security and safety of the user • C3.3 Society is affected by past, new and emerging ICT | 5 | <p>Extended response</p> <p>Students produce an extended spoken response to a statement around Esports and online communications and the verbal toxicity of some online users.</p> <ul style="list-style-type: none"> • Spoken response Podcast documenting, analysing and evaluating methods to moderate and avoid toxic online communications in the Esports world. 3.0–4.0 minutes | <ul style="list-style-type: none"> • Knowing and understanding • Analysing and applying • Producing and evaluating |

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|------|--|---------------|--|--|------------|--|---|
| 3 | <p>Module 6: Networks Fundamentals for Esports Tournaments II</p> <p>The 'Network fundamentals II' module continues to focus on Esports tournaments and students understanding network, hardware and software components which allow sharing of data locally and globally for Esports. Students will produce solutions to technical problems using networks. These solutions may then be implemented and evaluated. Students will interact directly with decommissioned network switches and computers to create real networks for a mock Esports tournament.</p> | 35 | <ul style="list-style-type: none"> • Network fundamentals | <p>Hardware</p> <ul style="list-style-type: none"> • C1.1 Hardware components and peripheral devices of a computer system have specific functions and specifications • C1.2 Computer hardware and components should be identified and selected for specific user needs and purposes • C1.3 Hardware support systems provide technical information to troubleshoot problems <p>Software</p> <ul style="list-style-type: none"> • C2.1 Software has different purposes and functions • C2.2 There are both common interface features and specific techniques when using software • C2.3 Software support systems provide technical information to troubleshoot problems • C2.4 Data management techniques ensure access, storage, security and organisation of information <p>ICT in society</p> <ul style="list-style-type: none"> • C3.1 Appropriate equipment, procedures and techniques need to be used when working with computers to protect health and ensure safety • C3.2 Specific practices exist to ensure the ethical use, security and safety of the user • C3.3 Society is affected by past, new and emerging ICT | 6 | <p>Project</p> <p>Students respond to a project specification to develop a network capable of running an Esports tournament. They use old network switches and computers to demonstrate a fully functional network capable of running an Esports tournament.</p> <ul style="list-style-type: none"> • Product component Networked computers. Video showing functionality Variable conditions • Spoken component Talk to peers about how student set up network and struggles they faced 2.5–3.5 minutes | <ul style="list-style-type: none"> • Knowing and understanding • Analysing and applying • Producing and evaluating |

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|------|--|---------------|--|--|------------|--|---|
| 4 | <p>Module 7: Audio and Video production II for Esports tutorials</p> <p>The 'Audio and video production II' module builds on student knowledge to help students solve technical and/or creative problems by capturing or creating, manipulating, editing and communicating digital audio and video for a range of multimedia genres including websites, presentations, games and other interactive multimedia. Students will capture their Esports gameplay and utilise Adobe Premier Pro to create and edit videos which demonstrate tips and tricks on how to play the Esports game. Students will get hands-on experience with Esports casting (online live commentating) by casting live Esports competitions at the school and further editing and enhancing their videos in post production for publishing.</p> | 30 | <ul style="list-style-type: none"> • Audio and video production | <p>Hardware</p> <ul style="list-style-type: none"> • C1.1 Hardware components and peripheral devices of a computer system have specific functions and specifications • C1.2 Computer hardware and components should be identified and selected for specific user needs and purposes • C1.3 Hardware support systems provide technical information to troubleshoot problems <p>Software</p> <ul style="list-style-type: none"> • C2.1 Software has different purposes and functions • C2.2 There are both common interface features and specific techniques when using software • C2.3 Software support systems provide technical information to troubleshoot problems • C2.4 Data management techniques ensure access, storage, security and organisation of information <p>ICT in society</p> <ul style="list-style-type: none"> • C3.1 Appropriate equipment, procedures and techniques need to be used when working with computers to protect health and ensure safety • C3.2 Specific practices exist to ensure the ethical use, security and safety of the user • C3.3 Society is affected by past, new and emerging ICT | 7 | <p>Project</p> <p>Students produce a series of videos showing off their Esports gameplay and demonstrating their skills in Adobe Premier Pro. They will need to produce 10-minute video, including voice-overed components, that introduces students to a video game for Esports and teaches them some specifics about the gameplay.</p> <ul style="list-style-type: none"> • Product component Video tutorial for playing Esports Variable conditions • Written component Evaluation and recommendations for future videos 500–900 words | <ul style="list-style-type: none"> • Knowing and understanding • Analysing and applying • Producing and evaluating |

| Unit | Module number and description | Time in hours | Electives | Core concepts and ideas | Assess no. | Assessment technique, description and conditions | Dimensions |
|------|---|---------------|---|--|------------|--|---|
| 4 | <p>Module 8: Esports Business document production and MOS Certification II</p> <p>The 'Document production II' module focuses on students using document production software to develop documents that enhance communication for Esports businesses. This will include enhancing their skills in creating a range of document types including word processing and publishing software. Students will utilise their knowledge of Microsoft Office applications to produce an Esports business proposal, and visualise data with regard to profits, costs and Esports audiences. Within this module, students will undertake accredited Microsoft training with the possibility of achieving Microsoft Office Specialist certification which would provide students with up to a further two (2) QCE points.</p> | 25 | <ul style="list-style-type: none"> Document production | <p>Hardware</p> <ul style="list-style-type: none"> C1.1 Hardware components and peripheral devices of a computer system have specific functions and specifications C1.2 Computer hardware and components should be identified and selected for specific user needs and purposes C1.3 Hardware support systems provide technical information to troubleshoot problems <p>Software</p> <ul style="list-style-type: none"> C2.1 Software has different purposes and functions C2.2 There are both common interface features and specific techniques when using software C2.3 Software support systems provide technical information to troubleshoot problems C2.4 Data management techniques ensure access, storage, security and organisation of information <p>ICT in society</p> <ul style="list-style-type: none"> C3.1 Appropriate equipment, procedures and techniques need to be used when working with computers to protect health and ensure safety C3.2 Specific practices exist to ensure the ethical use, security and safety of the user C3.3 Society is affected by past, new and emerging ICT | 8 | <p>Project</p> <p>Students produce documents as the result of a formal business proposal for an Australia-wide Esports business that provides Esports services to schools, including a PowerPoint presentation and budget in Excel.</p> <ul style="list-style-type: none"> Product component PowerPoint and Excel document Variable conditions Written component Folio documenting the business proposal and an evaluation and recommendations. 500–900 words | <ul style="list-style-type: none"> Knowing and understanding Analysing and applying Producing and evaluating |

Information and Communication Technology 2019

Teacher:

Class:

Student name:

Year:

| Unit | Module of work | Assessment Instrument No. | Assessment Instrument | Formative or Summative | Knowing and understanding | Analysing and applying | Producing and evaluating |
|-------------------|--|---------------------------|-----------------------|------------------------|---------------------------|------------------------|--------------------------|
| 1 | Module one Network Fundamentals for Esports Tournaments | 1 | Project | F | | | |
| | Module two Esports Online Communication | 2 | Extended response | F | | | |
| 2 | Module three Audio and Video Production for Esports Trailers | 3 | Project | F | | | |
| | Module four Esports competition documents and MOS Certificate | 4 | Project | F | | | |
| Interim Standards | | | | | | | |
| Interim Result | | | | | | | |
| 3 | Module five Esports online communication II | 5 | Extended response | S | | | |
| | Module six Networks Fundamentals for Esports Tournaments II | 6 | Project | S | | | |
| 4 | Module seven Audio and Video production II for Esports tutorials | 7 | Project | S | | | |
| | Module eight Esports Business document production and MOS Certification II | 8 | Project | S | | | |
| Exit Standards | | | | | | | |
| Exit Result | | | | | | | |