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| Esports Tournament Database |

[Enter school name.]

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| Unit | Esports Tournament Data | Year | Year 7 | Term | 2 |

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| --- | --- | --- | --- |
| Student | [Enter student name.] | Teacher | [Enter teacher name.] |
| Learning area | Technologies | Subject | Digital Technologies |
| Technique | Project |
| Conditions | * 2 – 4 A3 Pages
* 5 weeks
* Individual
* Submitted via OneDrive
 |
| Task description |
| ​​Who are our best Year 7 Mario Kart players? This is the question on everyone’s mind. It’s up to you, as the premier Esports school in the region, to compete in a Mario Kart tournament and crown the next Mario Kart champion! You will use new Excel skills and an understanding of integers, binary and hexadecimal data storage options to creatively store and display this data. |
| Task instructions |
| To complete this task, you must:* Acquire Mario Kart race data from the class races that will be run during the term. This data must show a student’s race position each lap.
* Use conditional formatting to highlight the cells to make it easily distinguishable what race position a student is.
* Use conditional IF statements to calculate a player’s overall score from their 3 laps.
* Graph this data using your best knowledge of appropriate graphs.
* Convert the raw overall score into binary, and then into hexadecimal format.
* Using the hexadecimal values and your knowledge of how colours are displayed on computers, create a colour-map of student scores
 |
| Checkpoints |
| [ ]  Week 7: Initial formative feedback on progress, given verbally in class |
| [ ]  Week 8: Draft due |
| [ ]  Week 9: Final due |
| Due date |
| [Enter a date from the dropdown calendar.] |
| Authentication strategies |
|  |
| * Your teacher will give you class time to work on the task.
 |
| * Your teacher will observe you completing work in class.
 |
| * Submit drafts to your teacher for feedback.
 |
| * Your teacher will check your submitted work is your own, e.g. using academic integrity software.
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**Task:** Esports Tournament Database

**Purpose of assessment:** Students acquire, interpret and model Mario Kart data using Excel skills such as conditional formatting, conditional IF statements and graph creation tools. They convert integers to binary and hexadecimal and creatively display colours using hexadecimal colour conversion.

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| --- | --- | --- | --- | --- | --- | --- |
|  |  | **A** | **B** | **C** | **D** | **E** |
| Knowledge and Understanding | Data representation | * Proficient representation of data with integers and binary
 | * effective representation of data with integers and binary
 | * representation of data with integers and binary
 | * partial representation of data with integers and binary
 | * fragmented representation of data with integers and/or binary
 |
| Processes and Production Skills | Acquiring, managing and analysing data | * proficient acquisition, interpretation and modelling of data with spreadsheets
 | * effective acquisition, interpretation and modelling of data with spreadsheets
 | * acquisition, interpretation and modelling of data with spreadsheets
 | * partial acquisition, interpretation and/or modelling of data with spreadsheets
 | * fragmented acquisition, interpretation and/or modelling of data with spreadsheets
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Feedback: [Insert feedback about the quality of evidence the student response demonstrates in relation to aspects of the achievement standard being assessed]

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