




<p>Assessment Task</p>	<p>Task title: Running an Esports Tournament Purpose: This task will task students with understanding networking and hardware for Esports as well as how to collect, collate and visualise data for the purpose of simulating an online information system.</p>			
<p>Achievement standard - Year 7/8 Students distinguish between different types of networks and defined purposes. They explain how text, image and audio data can be represented, secured and presented in digital systems.</p> <p>Students plan and manage digital projects to create interactive information. They define and decompose problems in terms of functional requirements and constraints. Students design user experiences and algorithms incorporating branching and iterations, and test, modify and implement digital solutions. They evaluate information systems and their solutions in terms of meeting needs, innovation and sustainability. They analyse and evaluate data from a range of sources to model and create solutions. They use appropriate protocols when communicating and collaborating online.</p>				
<p>Relevant aspects of the Achievement Standard </p>	<p>Relevant content descriptions </p>	<p>Relevant elaborations </p>	<p>General Capabilities</p>	<p>Alignment to task</p>
<p>Knowledge and Understanding Students distinguish between different types of networks and defined purposes.</p>	<p>Investigate how data is transmitted and secured in wired, wireless and mobile networks, and how the specifications affect performance (ACTDIK023)</p>	<ul style="list-style-type: none"> explaining that networks have components that control the movement of data, for example routers, hubs, switches and bridges manage data traffic and that the characteristics of these components impact on the operation (speed and security) of networks 	<ul style="list-style-type: none"> Literacy Critical and Creative Thinking ICT 	<ul style="list-style-type: none"> Setting up networks and utilising various network tools in the game mod UplinkOS Setting up Nintendo Switches in a WLAN network for esports tournaments
<p>Processes and Production Skills They analyse and evaluate data from a range of sources to model and create solutions.</p> <p>They evaluate information systems and their solutions in terms of meeting needs, innovation and sustainability.</p>	<p>Analyse and visualise data using a range of software to create information, and use structured data to model objects or events (ACTDIP026)</p> <p>Acquire data from a range of sources and evaluate authenticity, accuracy and timeliness (ACTDIP025)</p>	<ul style="list-style-type: none"> visualising data to create information, for example identify trends and outlier data from spreadsheets using plots, or displaying geocoded data on a map applying a set of conditions to a spreadsheet to organise and filter data, for example using conditional formatting to highlight the state of particular cells, and filtering and sorting categorical data using column filters acquiring data from a range of sources, for example people, websites, books, mobile phones, radiofrequency identification (RFID) and data repositories such as the Australian Bureau of Statistics datasets, and compiling these data into a digital format 	<ul style="list-style-type: none"> Literacy Personal and Social Capability ICT Critical and Creative Thinking 	<ul style="list-style-type: none"> Students visualise the Mario Kart data in Excel and create different models of the races Students use the tools in Excel to identify the winners and to graph position-over-time of their races. Students acquire data from peers for the races.
	<p>Evaluate how student solutions and existing information systems meet needs, are innovative, and take account of future risks and sustainability (ACTDIP031)</p>	<ul style="list-style-type: none"> judging the quality of a student solution based on specific criteria such as meeting an economic need or contributing to social sustainability comparing cloud-based information systems to client-based information systems 	<ul style="list-style-type: none"> Literacy Personal and Social Capability ICT Critical and Creative Thinking 	<ul style="list-style-type: none"> Evaluation of the information system (Excel spreadsheet) for the prescribed purpose in comparison to offline physical information systems (paper) and the possible economic, personal, sustainability and social impacts.