



Belconnen High School

COURSE OUTLINE Semester 2, 2026

Course Title: **8 Digital Technology**
Faculty Head: Jo Hopman

Faculty: **Technologies**

Description of Course

In Digital Technology this semester students will be introduced to a wide range of computer based, problem solving projects in a collaborative class environment. They will learn how to navigate through and effectively use Google Apps For Education, 3D model advanced models and environments, solve problems using programming challenges and create interactive entertainment using a range of programs.

Learning Outcomes

- Develops and modifies creative digital solutions, decomposes real-world problems, and evaluates alternative solutions against user stories and design criteria
- Creates and adapts design ideas, processes and solutions, and justifies their decisions against developed design criteria that include sustainability
- Designs and traces algorithms and implements them in a general-purpose programming language
- Adopts text structures to organise, develop and link ideas when writing and creating
- Selects and uses a range of digital tools efficiently and responsibly to create, locate and share content; and to plan, collaborate on and manage projects
- Manages their digital footprint

Materials Required

Students will have access to a google classroom where class tasks and assessment items will be displayed, therefore a device is required. The assessment dates for this subject will appear on the students google calendar. Students can refer to the BHS Study Skills Guide and the BHS website for assistance with assessment tasks. The Assessment and Reporting Policy is available on the school website. Items Required Chromebook or suitable device Notebooks, pencil case and equipment.

Homework Required

Students will be expected to complete a variety of tasks outside of class time. This may include, teacher-set homework, research for tasks, revision for tests, review of class work and more.

Assessment Schedule

	Due Date	% Weighting
Blender Mini Scene	22/08/2026	
Scratch Game	26/09/2026	
Micro:Bit Creation	28/11/2026	
Lego Mindstorms Tasks	31/10/2026	
Peer Game Review	28/11/2026	

Description of Course

In Digital Technology this semester students will be introduced to a wide range of computer based, problem solving projects in a collaborative class environment. They will learn how to navigate through and effectively use Google Apps For Education, 3D model advanced models and environments, solve problems using programming challenges and create interactive entertainment using a range of programs.

Learning Outcomes

- Develops and modifies creative digital solutions, decomposes real-world problems, and evaluates alternative solutions against user stories and design criteria
- Creates and adapts design ideas, processes and solutions, and justifies their decisions against developed design criteria that include sustainability
- Designs and traces algorithms and implements them in a general-purpose programming language
- Adopts text structures to organise, develop and link ideas when writing and creating
- Selects and uses a range of digital tools efficiently and responsibly to create, locate and share content; and to plan, collaborate on and manage projects
- Manages their digital footprint

Materials Required

Students will have access to a google classroom where class tasks and assessment items will be displayed, therefore a device is required. The assessment dates for this subject will appear on the students google calendar. Students can refer to the BHS Study Skills Guide and the BHS website for assistance with assessment tasks. The Assessment and Reporting Policy is available on the school website. Items Required Chromebook or suitable device Notebooks, pencil case and equipment.

Homework Required

Students will be expected to complete a variety of tasks outside of class time. This may include, teacher-set homework, research for tasks, revision for tests, review of class work and more.

Assessment Schedule

	Due Date	% Weighting
Blender Mini Scene	22/08/2026	
Scratch Game	26/09/2026	
Micro:Bit Creation	28/11/2026	
Lego Mindstorms Tasks	31/10/2026	
Peer Game Review	28/11/2026	