



Belconnen High School

COURSE OUTLINE Semester 2, 2026

Course Title: **10 Computer Technologies: Games Design**

Faculty: **Technologies**

Faculty Head: Jo Hopman

Description of Course

In Computer Technology Semester 2, students will further develop a wide range of computer based games using a variety of coding languages. They will extend their knowledge of programming structure and problem solving, extending on the skills developed from Semester 1 and Year 7/8. They will learn to use and create 3D models which they will then implement in their games using the Unity Engine. Students will also spend time playing and reviewing other games, understanding the literary techniques involved in the medium.

Learning Outcomes

- Develops and modifies innovative digital solutions, decomposes real-world problems, and critically evaluates alternative solutions against stakeholder elicited user stories
- Acquires, interprets and models complex data with databases and represents documents as content, structure and presentation
- Designs and validates algorithms and implements them, including in an object-oriented programming language
- Uses advanced features of digital tools to create interactive content, and to plan, collaborate on, and manage agile projects

Materials Required

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
Python RPG Game	17/08/2026	
Blender Models	28/09/2026	
Unity Game	23/11/2026	
Game Review	07/12/2026	