Unit 1 Applied computing – Introduction

Slide 1:

* Welcome to the Unit 1 Applied computing presentation as part of the VCE Applied Computing Study Design for 2020–2023.
* The purpose of this presentation is to introduce you to Unit 1 Applied computing and to provide you with a brief overview of the outcomes.

Slide 2:

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Slide 3:

* We will now have a brief look at Unit 1 Applied computing.

Slide 4:

* In Unit 1 Applied computing there are now two outcomes.
* These outcomes are:
* Outcome 1 – Data analysis
* Outcome 2 – Programming

Slide 5:

* We will have an overview of Unit 1 Outcome 1 Data analysis.

Slide 6:

* This table gives you an overview of the relationship between the:
* Key concepts
* Problem-solving methodology stages
* and the key knowledge within the outcome.
* In Unit 1 Outcome 1 Data analysis we are dealing with:
* Data and information
* Problem-solving with the stages of analysis, design and development to produce spreadsheets, databases and data visualisations
* and Interactions and impact
* The key knowledge is briefly listed on the right of the table.

Slide 7:

* In Unit 1 Outcome 1 Data analysis, students should be able to:
* interpret teacher-provided solution requirements and designs
* collect and manipulate data
* analyse patterns and relationships
* and develop data visualisations to present findings
* Students will create database solutions, spreadsheet solutions and data visualisations solutions using the data collected.

Slide 8:

* Suitable assessment tasks could involve:
* a folio of exercises to create database, spreadsheets and data visualisations that are developing in skills and in complexity
* a folio of software solutions to create database, spreadsheet and data visualisations, and
* a written report for explanations

or:

* oral presentations to present findings and/or software solutions
* multimedia presentations to present findings and/or software solutions
* and finally, visual presentations to present findings and/or software solutions

Slide 9:

* We will now have a look at Unit 1 Outcome 2 Programming.

Slide 10:

* This table gives you an overview of the relationship between the:
* Key concepts
* Problem-solving methodology stages
* and the Key knowledge within the outcome
* In Unit 1 Outcome 2 Programming we are dealing with:
* Digital systems
* Data and information
* and Problem-solving with the stages of analysis, design, development and evaluation involving project management
* The key knowledge is briefly listed on the right of the table.

Slide 11:

* In Unit 1 Outcome 2 Programming, students should be able to:
* interpret teacher-provided solution requirements
* and, design, develop and evaluate a software solution using a programming language to create a software solution.
* This is to be completed as an individual project.

Slide 12:

* Suitable assessment tasks could involve:
* a folio of exercises using a programming language that are developing in skills and in complexity
* a folio of software solutions using a programming language, and
* a written report for explanations

or:

* oral presentations to present software solutions
* multimedia presentations to present software solutions
* and finally, visual presentations to present software solutions

Slide 13:

* For further information please contact:
* The Curriculum Manager of Digital Technologies at the Victorian Curriculum and Assessment Authority.
* Thank you for watching this video.