

KINGSCLIFF HIGH SCHOOL

Subject Selection Information

Faculty:

Industrial Arts & Computing Studies

Subject: **Computing Technology**

Nature of the Course

The content diagram for Computing Technology 7–10 on the next slide shows how Systems thinking and Computational thinking are connected via Design thinking through projects. Systems thinking is shown as a key process in the learning and understanding of Enterprise information systems. This includes Modelling networks and social connections, Designing for user experience and Analysing data. Computational thinking is shown as a key process in the learning and understanding of Software development.

This can include:

- Building mechatronic and automated systems
- Creating games and simulations
- Developing apps and web software

 **Computing Technology**
7-10

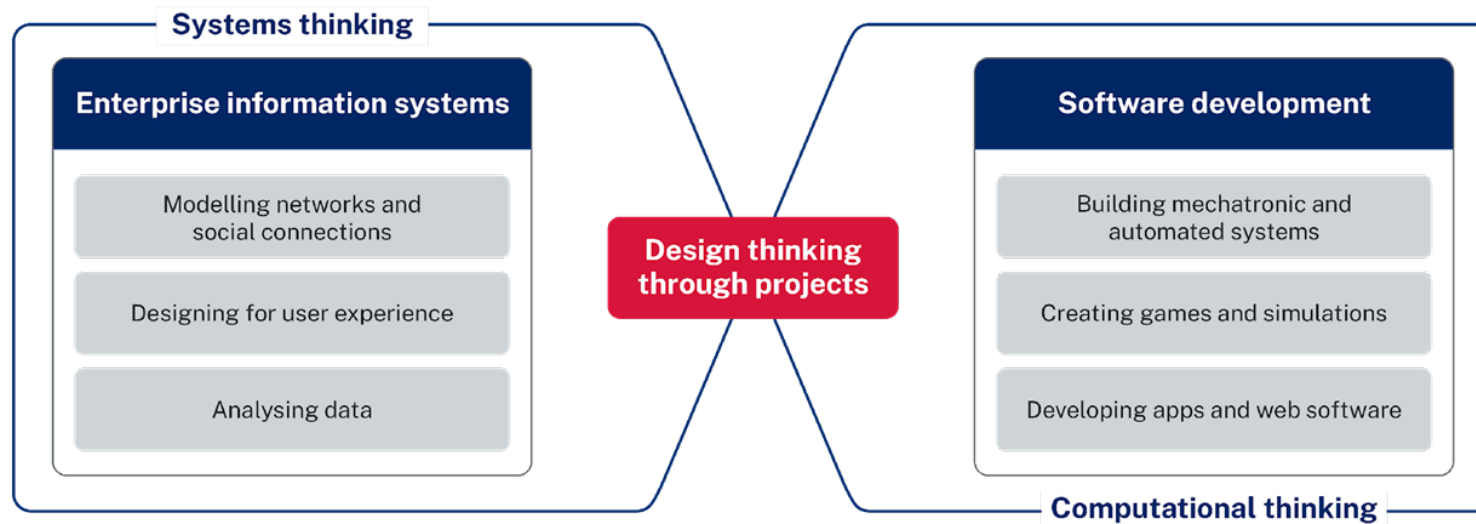


Figure 1: Organisation of focus areas in Computing Technology 7-10

Assessment Structure

100Hr Course

- at least one Enterprise Information Systems focus area
- at least one Software Development focus area
- 2–3 focus areas either individually or combined
- practical learning and project work for most of the course time
- at least one group project.

200Hr Course

Students undertaking the 200-hour course are required to complete:

- at least 2 Enterprise Information Systems focus areas
- at least 2 Software Development focus areas
- 4–6 focus areas either individually or combined
- practical learning and project work for most of the course time
- at least one group project.

Elective fees for the Course:

100Hr Course - \$25 (one year)
200Hr Course - \$50 (two years)

Students who choose this subject are expected to pay the subject contribution fee to cover resource expenses.

Skills Required for this subject and/or any Prerequisites:

- Students may study up to **two** Industrial Technology subjects that contribute to the award of their Record of School Achievement (RoSA).

Career Opportunities

This course caters for students who wish to undertake further study in Industrial Technology – Multimedia, Enterprise Computing and Software Engineering in Stage 6. It is also suited to students wishing to pursue further training through university, TAFE and private institutions.

Career Opportunities

- Software Application Developer
- Multimedia Producer
- Software Programming
- Computer Network Architect
- Robotics
- Systems Engineer
- AI and VR
- Film and Video production
- Web and Game design
- Graphic designer