

## Content overview

Digital Technologies 9 & 10 (Stage 5)								STEM areas featured			
	Less challenging	More challenging	Track 1 <i>Broad comprehensive emphasis</i>	Track 2 <i>In-depth emphasis</i>	Track 3 <i>Computer science/coding emphasis</i>	Track 4 <i>Creative or practical emphasis</i>	Track 5 <i>Skill building</i>	Science	Technology	Engineering	Mathematics
<b>Part 1: Knowledge and understanding</b>											
Understanding data compression											
Understanding encryption											
Understanding how computers work											
Understanding issues											
Understanding project management: Documentation and backups											
Understanding mobile devices and wireless networks											
<b>Part 2: Projects</b>								S	T	E	M
<b>Programming</b>											
Project: Spaced out								✓			
Project: Hailstone numbers								✓		✓	
Project: Programming an animated game								✓			
Project: Programming an object-oriented game								✓			
Project: The game of Nim								✓		✓	
Project: Choosing the best algorithm								✓	✓	✓	
<b>Modelling and simulation</b>											
Project: Millionaire by 30?								✓		✓	
Project: Dance organiser								✓			
Project: Conway's the <i>Game of Life</i>								✓	✓	✓	
<b>Digital design</b>											
Project: A digital declaration of human rights									✓		
Project: Create your own augmented reality product								✓	✓		
Guided project: Introducing HTML and CSS									✓		
<b>Data analysis and visualisation</b>											
Project: Building a relation First Fleet database								✓			
Project: Using SQL to query a database								✓			
Project: Data analysis using pivot power!								✓			
Project: Analysing and visualising big data								✓	✓	✓	
<b>Robotics</b>											
Project: Designing and building an autonomous robot								✓	✓	✓	✓
Project: PID line follower robot								✓	✓	✓	✓