

Print - Course Outline 2021

Saturday, January 30, 2021 12:15 PM

Computer Science – General Year 12

Semester 1 – Unit 3 – Developing computer-based solutions and producing spreadsheet and database solutions

Week	Key teaching points		
	Knowledge	Skills	Assessments
1-2	<p>Course introduction</p> <ul style="list-style-type: none"> • overview of Semester 1 • assessment requirements <p>Systems analysis and development</p> <ul style="list-style-type: none"> • the concept of project management, including: <ul style="list-style-type: none"> ○ planning ○ scheduling ○ budgeting ○ tracking • types of system development methodologies <ul style="list-style-type: none"> ○ prototyping ○ system development life cycle (SDLC) 		
3	<p>Systems analysis and development</p> <ul style="list-style-type: none"> • stages of the SDLC <ul style="list-style-type: none"> ○ preliminary analysis ○ analysis ○ design ○ development ○ implementation ○ evaluation and maintenance • systems development documentation as a part of the SDLC <ul style="list-style-type: none"> ○ context diagrams using Yourdon/DeMarco notation 	<p>Systems analysis and development</p> <ul style="list-style-type: none"> • analyse context diagrams • document an existing system • create context diagrams using Yourdon/DeMarco notation, as a part of the SDLC 	
4-6	<p>Systems analysis and development</p> <ul style="list-style-type: none"> • computer system hardware and software • the concept of boot process • storage capacities, including: <ul style="list-style-type: none"> ○ bit ○ byte ○ kilobyte ○ megabyte ○ gigabyte ○ terabyte • hardware components for a computer system designed for a specific purpose, including: <ul style="list-style-type: none"> ○ input ○ output ○ processing ○ storage (primary and secondary) • the role of the standard operating environment (SOE) • functions of the components of the central processing unit (CPU) <ul style="list-style-type: none"> ○ arithmetic logic unit (ALU) ○ control unit (CU) 		<p>Term1- Week 6</p> <p>Task 1: Theory-Test 1</p> <p>A series of short answer and extended questions based upon System Analysis and Development</p>

	<ul style="list-style-type: none"> ○ registers ○ program counter ○ system clock • the concept of the fetch-execute cycle • troubleshooting strategies, including: <ul style="list-style-type: none"> ○ diagnosis of fault ○ implement a solution ○ document troubleshoot procedure • appropriate physical preventative maintenance measures • the purpose of an ICT code of conduct • ethics in the development and use of ICT systems • privacy considerations in the development and use of ICT systems • digital communications etiquette when using ICT system 		
7–9	Managing data <ul style="list-style-type: none"> • spreadsheet terms, including: <ul style="list-style-type: none"> ○ cell ○ formula ○ function (sum, average, max, min, count, countif) ○ label ○ worksheet ○ lookup tables (hlookup, vlookup) 	Managing data <ul style="list-style-type: none"> • create solutions using a spreadsheet application using: <ul style="list-style-type: none"> ○ functions ○ charts ○ lookup functions ○ sorting 	Term1- Week 9 Task 2: Project 1 (investigation) - Spreadsheet Create a spreadsheet workbook based upon a given scenario Task 3: Practical (Validation) -Test 1 Spreadsheet
EASTER BREAK			
Term 2 Begins 10–12	Managing data <ul style="list-style-type: none"> • hierarchical structure of data <ul style="list-style-type: none"> ○ character/byte ○ field ○ record ○ table/relation • data protection methods, including: <ul style="list-style-type: none"> ○ encryption ○ authentication <ul style="list-style-type: none"> ▪ passwords ▪ biometric ▪ digital signature • data types, including: <ul style="list-style-type: none"> ○ number ○ date/time ○ currency ○ text (string) ○ Boolean (true/false) • database terms, including: <ul style="list-style-type: none"> ○ data, field and record ○ data integrity ○ data redundancy • ethical and legal issues relating to the personal use and storage of data • legal requirements and implication of information kept by various organisations about individuals • issues related to use of online databases • design considerations for visual interfaces and navigation systems within database systems • the purpose of database documentation for the user 		Term 2- Week 3 Task 4: Theory-Test 2 A series of short answer and extended questions based upon Managing Data Task 5: Project 2 - Database Create a simple relational database based upon a given scenario
13	Revision from Unit 3 – <teacher to insert information provided by the Authority>	Managing data <ul style="list-style-type: none"> • create a working single table database which includes: <ul style="list-style-type: none"> • data types 	Term 2- Week 4 Task 6: Practical-Test 2 Database

		<ul style="list-style-type: none"> • primary keys • forms • reports • queries <ul style="list-style-type: none"> • create a visual interface for users of a database • create database documentation 	
14-15 Exam Week	Task 5: Externally set task: A task set by the SCSA based on the following content from Unit 3 – <teacher to insert information provided by the Authority>		Term 2- Week 5-6 Task 7 : Externally Set Task One hour assessment written by SCaSA on Unit 3 content

Semester 2 – Unit 4 – Developing computer-based solutions and communications

Week	Key teaching points		
	Knowledge	Skills	Assessments
Term 2 Week 7 1-5	Programming <ul style="list-style-type: none"> • characteristics of data types, including: <ul style="list-style-type: none"> ○ integer ○ real (floating point number) ○ Boolean ○ character • naming conventions for variables • types of code, including: <ul style="list-style-type: none"> ○ source ○ executable • types of control structures, including: <ul style="list-style-type: none"> ○ sequence ○ selection <ul style="list-style-type: none"> ▪ one-way (if then) ▪ two-way (if then else) ▪ multi-way (nested if) • iteration <ul style="list-style-type: none"> ○ test first (while) ○ test last (repeat until) ○ fixed (for) • types of program or code errors, including: <ul style="list-style-type: none"> ○ syntax errors ○ run-time errors ○ logical errors • the concept of data validation, including: <ul style="list-style-type: none"> ○ test data ○ trace table • modelling of an algorithm to test for logic using flow charts 	Programming <ul style="list-style-type: none"> • apply, using pseudocode and a programming language, the following programming concepts: <ul style="list-style-type: none"> ○ constants ○ variables • apply, using pseudocode and a programming language, the following control structures: <ul style="list-style-type: none"> ○ sequence ○ selection ○ iteration • apply, using pseudocode and a programming language, the following techniques: <ul style="list-style-type: none"> ○ develop internal and external documentation ○ select and apply suitable test data for checking the solution ○ use trace tables to test for and debug logic errors • apply the SDC to create a digital solution 	Task 8: Practical-Test 3 Grok Learning - Programming Competition
WINTER BREAK			
Term 3 Begins 6–9	Course review <ul style="list-style-type: none"> • review of Semester 1 • assessment requirements • overview of Semester 2 Developing software	Developing software apply software development requirements, including: user needs user interface apply the SDC to create a digital solution	Task 8 due Term 3 Week 1

	<ul style="list-style-type: none"> • stages of the software development cycle (SDC) <ul style="list-style-type: none"> ○ state the problem ○ plan and design ○ develop the solution ○ test the solution ○ evaluate the solution • factors affecting the development of software, including: <ul style="list-style-type: none"> ○ user needs ○ user interface <p>Developing software</p> <ul style="list-style-type: none"> • purpose and function of software to operate a computer system <ul style="list-style-type: none"> ○ operating systems ○ utility software, including: <ul style="list-style-type: none"> ▪ file compression ▪ defragmenter ▪ anti-virus ▪ anti-malware ○ application software • requirements for software licensing, including: <ul style="list-style-type: none"> ○ freeware ○ open source ○ shareware 		<p>Term 3 Week 9</p> <p>Task 9: Project 3 - Programming Follow SDC to create an Arcade Game based upon a given scenario</p> <p>Task 10: Theory-Test 3 A series of short answer and extended questions based upon Programming & Developing Software</p>
10-13	<p>Networks and communications</p> <ul style="list-style-type: none"> • functions of the following computer hardware components required for networks <ul style="list-style-type: none"> ○ router ○ switch ○ firewall ○ modem ○ network interface card (NIC) ○ wireless access point ○ bridge • communication terms, including: <ul style="list-style-type: none"> ○ protocols ○ digital ○ analogue ○ ethernet • types of communication networks <ul style="list-style-type: none"> ○ personal area network (PAN) ○ local area network (LAN) ○ wide area network (WAN) • technologies appropriate for the implementation of a client/server and peer-to-peer network • star network topology • diagrammatic representation of network topologies for PAN, LAN and WAN • characteristics of transmission media, including: <ul style="list-style-type: none"> ○ twisted pair ○ fibre optic ○ satellite ○ cellular ○ wireless 		
14-15	<p>Networks and communications</p> <ul style="list-style-type: none"> • types of communication protocols, including: <ul style="list-style-type: none"> ○ post office protocol 3 (POP3) ○ internet message access protocol (IMAP) 	<p>Networks and communications</p> <ul style="list-style-type: none"> • create network diagrams using CISCO network diagram conventions to represent network topologies for PAN and LAN 	<p>Task 11: Theory-Test 4 A series of short answer and extended questions based upon Networks and Communications</p>

- simple mail transfer protocol (SMTP)
- wireless access protocol (WAP)
- methods used to ensure security of information over the internet, including:
 - authentication
 - encryption
 - firewalls
- types of malware, including:
 - viruses
 - worms
 - trojans
 - spyware