

COLLABORATION

CREATIVITY

PROBLEM SOLVING

ANALYSIS

2017

DIGITAL INFORMATION TECHNOLOGY AND COMPUTER SCIENCE



OBJECTIVES



Gain up to 20 Achievement standard credits at Level 3



Gain University Entrance in Technology (14 credits) and 3 credits toward UE Literacy (writing)



Explore a range of Computer Science topics in greater depth



Communicate with stakeholders whilst developing a dynamic website



Gain Course Endorsement for Digital Technologies at Level 3

TECHNOLOGIES



Python
Widely used general-purpose, high-level programming language.



CSS3
Style sheet language used for describing the look and formatting of a document written in a markup language.



HTML5
Core technology markup language of the Internet used for structuring and presenting content for the World Wide Web.



PHP
Server-side scripting language designed for web development.



MYSQL
The world's second most used relational database management system.



JQUERY
Use a Javascript library to create animations for websites.



THEORY
Explore and report on Artificial Intelligence and Data transfer Protocols.

ASSESSMENTS

AS91635 v2

4 crs

Implement complex procedures to produce a specified digital media outcome (Optional).

AS91637 v2

6 crs

Develop a complex computer program for a specified task.

AS91633 v2

6 crs

Implement complex procedures to design and produce a database application with dynamically linked data.

AS91636 v2

4 crs

Demonstrate understanding of areas of Computer Science. (External)

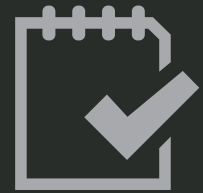
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DIGITAL INFORMATION TECHNOLOGY AND COMPUTER SCIENCE



HOMework

Students will need to download free software to allow them to do their Python programming and Web development work. Teachers will advise what software. It is also essential that they complete the Level 2 HTML/CSS CodeAvengers course. Teachers will also suggest other online courses such as Codecademy.



PRE-REQUISITES

Students need to have studied DITCS201 and have passed all five of the Achievement standards. Students may be offered an alternative Level 3 Programming unit standard if they have not passed 2.45 and 2.46.



FUTURE COURSES/CAREERS

If you didn't already know, there are so many job vacancies out there in the big wide world for people with Computer Science qualifications. There just aren't enough of you! They also reckon that there will be huge shortages in Computer Scientists for the coming 15-20 years. So if you enjoy the subject and take it all the way to Uni, you could find yourself fighting off job offers when you graduate.



AUTHENTICITY

All assessment and project work must be the students own work. Any plagiarism or breach of copyright will likely result in a Not Achieved grade for that assessment and there will be no opportunity to be re-assessed. For assessments requiring more than one period, most of the assessment development and documentation must be created in the classroom environment under supervision. If a student is absent for an assessment, they require a note from home explaining the absence, if they wish to be considered for reassessment. otherwise a Not Achieved grade will be awarded.

All assessments must be handed in on the due date. Resubmits are only available to students whose work is at a level close to achieving. Multiple resubmits will not be permitted. Due to the project nature of the course, most assessments do not have resit opportunity. Due to the project nature of the course, most assessments do not have resit.



COURSE COSTS

1E4 - 7mm Quad Book 28 pages, pen, pencil, eraser, ruler and a set of headphones (ear plugs). Students are expected to pay \$5 for the codeavengers Python course. Also have credit on their Papercut account for printing assessments.

