



NZCLA Technology

**11COD1 Assessment Statement 2020**

Not Eligible for Course Endorsement

Year : 11		Course : Level 1 Coding				Mr G Smirk		Total Credits : 7			
Learners will be engaged in learning the Arcade-MakeCode blockly programming language, developing their game ideas, understanding features of games, learning the design process including specifying their game, developing algorithms/code, trialling, testing and considering implications for users. Contexts for learning include developing a detailed plan for an arcade style game, using the chosen design to make the game, the game could include game features such as scoring, levels and lives. A gaming tournament near the end of the course will be organised using the learner's games. Learners will work individually to create their game but are able to share ideas and learnings from classroom activities. They will need to be creative, curious and persevering. This learning and assessment comes from the Curriculum Area of Digital Technology. Successful learners will gain up to 7 credits from this course including 3 Literacy credits.											
No	Standard Number	Version	Level	Credits	Lit / Num	Full Title	Method of Assessment	Assessment Opportunities Offered	Approximate Date	Grade	Teacher Signature
1	91878	1	1	3	L1 Lit	Digital Technologies 1.2 - Develop a design for a digital outcome	Portfolio	1	By end of course		
2	91883	1	1	4		Digital Technologies 1.7 - Develop a computer program	Portfolio	1	By end of course		

Please note that the information on this page may be subject to change. Personalised assessment options may also be available through negotiation with learning leaders. You can find detailed information on the school's assessment policies and procedures through the links on the school website. This page may be printed for use as an achievement record.