Unit 2: Digital Applications - Program of Learning

* <http://www.bsss.act.edu.au/__data/assets/word_doc/0004/454261/Digital_Technologies_A-T-M-V_20-24.docx>
* All of the below are **suggestions** on a possible sequence to deliver using the Digital Technology Course of the BSSS Technology Framework.
* Depth of the topics covered should be dependant on the skills/background of the teacher and students and are **suggestions** of experiences and skills the students could be exposed to.
* They are not expected to be delivered at significant depth unless the teacher/students are able to do so.

# Game Design PoL

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| **Wk** | **Topic** | **Fundamental Concepts** | **Possibilities Classroom Activities / Assessment Items** | **Resources** | **Curriculum Links** |
| 1 | Game Dev Overview |  |  |  |  |
| 2 | Developing Games in an Engine Part 1 - Simple Game Concepts | * Game engine purpose overview * Game engine functions and tools * Simple asset imports and scripting * Attaching scripts to objects * Simple game physics   + Gravity, vectors |  |  |  |
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| 11 | Developing Games in an Engine Part 2 - Intermediate Game Concepts |  |  |  |  |
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