



Loreto College Coorparoo Semester 2 2022

DRAFT YEAR 9 Technology: Digital & Design

Student		Teacher	TBC
Issued	5/10/2021	Due Date	TBC
Unit	Minecraft Education – Mission to Mars		

Conditions															
Technique	Problem solving and Coding														
Duration	6 Weeks														
Mode	Project Based Learning				Length										
Individual/ group	Individual				Other										
Resources available	Monitors, Minecraft Edu software, Mission Journal template														
Assessment Dimensions	A+	A	A-	B+	B	B-	C+	C	C-	D+	D	D-	E+	E	E-
1. Knowledge & Understanding															
2. Processes & Production Skills															

Authentication strategies
The teacher will provide class time for task completion.
The teacher will consult with each student as they develop their responses.
Student progress will be monitored and digital copies of student responses will be collected at the checkpoints.

CRITERIA SHEET

	A	B	C	D	E
The folio of a student's work has the following characteristics:					
K & U	discerning evaluation of the features of MineCraft technologies and their appropriateness for purpose when attempting to produce solutions for the identified problems	informed evaluation of the features of MineCraft technologies and their appropriateness for purpose when attempting to produce solutions for the identified problems	evaluation of the features of MineCraft technologies and their appropriateness for purpose when attempting to produce solutions for the identified problems	explanation of the features of MineCraft technologies and their appropriateness for purpose when attempting to produce solutions for the identified problems	statements about the features of MineCraft technologies utilised to solve one or more of the identified problems
P & PS	purposeful definition and decomposition of complex problems in terms of functional and non functional requirements	effective definition and decomposition of complex problems in terms of functional and non functional requirements	definition and decomposition of complex problems in terms of functional and non functional requirements	partial definition and decomposition of complex problems in terms of functional and non functional requirements	fragmented definition and decomposition of problems

Context

You will learn how problem-solving strategies and coding are used in game design.

Tasks

You are to:

- Create & submit 'exported' copy of Tutorial World & PDF of images of specified locations. *(Summative)*
- Survive on Mars World and document the experience in your Space Journal. *(Summative)*
- Extension Coding Tasks *(Formative)*

CHECKPOINTS

Week 2 of Term 4 – progress check (Tutorial World PDF and 'export')

Week 5 of Term 4 – progress check (Mars World Space Journal)

To complete this task, you must:

Refer to the detailed instructions provided on the Digital & Design Portal at:

http://dt.loreto.qld.edu.au/9/U5_minecraft/1_intro.html

ETHICAL SCHOLARSHIP DECLARATION – Minecraft Education Unit

I, _____, confirm and acknowledge that the work produced in this assessment, including Tutorial & Mars World files, are my own. Any words/phrases that I have used from other sources have been referenced and acknowledged.

Signed: _____ Date: _____