

Overview of Coding Co-curricular Options and Recommended Pre-requisite experience

KEY



No prior experience required



Pre-requisites apply

LEVEL 1 SCRATCH BEGINNERS

YEAR 3

YEAR 4

ABOUT

Using block coding in Scratch to introduce the terminology and computational skills in coding. Students will be closely guided through Scratch projects, but be able to individually personalize their projects.

PRE-REQUISITES

No pre-requisite is required for this course. This great place to start learning to code.

LEVEL 2 SCRATCH ADVANCED

YEAR 4

YEAR 5

YEAR 6

ABOUT

Using block coding in Scratch to learn and apply more complex aspects of coding and computational thinking. Students will be guided through some Scratch projects and some self-led extensions of projects.

PRE-REQUISITES

Students need to be in Years 5 or 6 to take part in this club. Year 4 students can take part in this course if they have completed a full semester of Level 1 – Scratch Beginners course and mentor feels they will be confident enough to move up.

LEVEL 3 SNAP

YEAR 5

YEAR 6

YEAR 7

YEAR 8

ABOUT

Using block coding in Snap to learn complex aspects of coding. Students will be much more self-sufficient than in Level 2, learning new concepts and skills and then applying them on their own to achieve a specified goal.

PRE-REQUISITES

Year 5 and 6 can take part in this course if they have completed a full semester of Level 2 – Scratch Advanced course and mentor feels they will be confident enough to move up. Years 7 and 8 require no experience for this course. It is ideal for first time coders in senior school.

LEVEL 4 PROCESSING

YEAR 7

YEAR 8

YEAR 9 to 12

ABOUT

Introducing text based coding in the Java-related language "Processing". Students will learn computational thinking and the Processing coding language to complete digital art projects with a variety of visual effects.

PRE-REQUISITES

Years 7 to 8 can take part in this course if they have completed a full semester of Level 3 – Snap course or have some prior coding experience (eg attending holiday coding course). Students in Years 9 to 12 require no experience for this course.

LEVEL 5 UNITY 3D

YEAR 8 to 12

ABOUT

Advanced text-based programming in a 3D environment. Students are introduced to the Unity3D platform, learn C# programming language and the core concepts of 3D design and development.

PRE-REQUISITES

Students need significant experience in text-based coding to attend this course. Ideally completing a semester of Level 4 – Processing before starting this course or equivalent external course is required.