

# Training and assessment strategy

ICT40120 Certificate IV in Information Technology

CALOUNDRA STATE HIGH SCHOOL

Approval School RTO training and assessment strategy			
<b>School RTO name</b>	CALOUNDRA STATE HIGH SCHOOL	<b>QCAA number</b>	198
<b>Qualification code</b>	ICT40120	<b>National provider number</b>	30058
<b>RTO Manager</b>		<b>Principal</b>	
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<b>Date</b>	11/11/2020	<b>Date</b>	11/12/2020

QCAA standardised training and assessment strategy document, updated January 2020

## Section 2 Core and elective components

List the units that are going to be delivered and assessed as part of this strategy. Engage with industry to confirm the relevance of elective units selected, and record this in Section 7.

**Relevant Standards:** 1.1, 1.2, 1.4, 1.7, 1.8(a), 1.12, 3.5, Schedule 5

**Note:** A prerequisite unit may be delivered through an integrated approach with the secondary unit — it does not have to be fully completed before starting the secondary unit. However, to satisfy formal requirements, the prerequisite unit must be signed off prior to the secondary unit.

2.1 Core and elective units being offered		
Enter the unit code and title Hyperlink to unit on TGA is recommended	Unit type	Pre-requisite unit required?
BSBCRT411 Apply advanced critical thinking to work processes	Core Unit	<input type="checkbox"/>
BSBXCS404 Contribute to cyber security risk management	Core Unit	<input type="checkbox"/>
ICTICT426 Identify and evaluate emerging technologies and practices	Core Unit	<input type="checkbox"/>
ICTICT443 Work collaboratively in the ICT industry	Core Unit	<input type="checkbox"/>
ICTICT451 Comply with IP, ethics and privacy policies in ICT environments	Core Unit	<input type="checkbox"/>
ICTPRG302 Apply introductory programming techniques	Core Unit	<input type="checkbox"/>
ICTSAS432 Identify and resolve client ICT problems	Core Unit	<input type="checkbox"/>
CUAANM412 Create digital visual effects	Group H	<input type="checkbox"/>
CUADIG401 Author interactive media	Group H	<input type="checkbox"/>
CUAPPM417 Create storyboards	Group H	<input type="checkbox"/>
CUASOU212 Perform basic sound editing	Group H	<input type="checkbox"/>
CUASOU304 Prepare audio assets	Group H	<input type="checkbox"/>
ICTDMT404 Create visual design components for digital media	Group H	<input type="checkbox"/>
CUAANM301 Create 2D Animations	Imported Elective	<input type="checkbox"/>
ICTDMT406 Produce and edit digital images	Group H	<input type="checkbox"/>
ICTGAM428 Create 3-D characters for interactive games	Group H	<input type="checkbox"/>
CUAANM302 Create 3D digital animations	Imported Elective	<input type="checkbox"/>
ICTGAM430 Design interactive media	Group H	<input type="checkbox"/>
ICTGAM431 Design and create 3-D digital models	Group H	<input type="checkbox"/>
ICTGAM433 Prepare and complete image rendering processes	Group H	<input type="checkbox"/>
2.2 Optional units and flexibility		

## 3.4 Program details

3.4 Program details					
Project 1	<b>Animation Transformation</b> Producing Animations for Augmented Reality				
Estimated duration	10 Weeks	Outcome type	<input type="checkbox"/> Interim <input checked="" type="checkbox"/> Final	Assessment tools mapped on separate document	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No
Assessment activity	Unit/s for which partial or complete evidence will be gathered	Evidence-gathering tools used	Tool code		
A project creating basic components for digital applications that will be animated to create a folio of works for a product. Students will be assessed in an industry typical environment using software and equipment to produce an animated product that meets specifications. The assessor will always provide feedback including identifying any competency gaps and how to close them. Evidence is recorded in the student profile as 'satisfactory' or 'unsatisfactory'. When sufficient evidence has been gathered, final outcomes will be recorded in the student profile.	<ul style="list-style-type: none"> <li>• <b>ICTICT451</b> Comply with IP, ethics and privacy policies in ICT environments</li> <li>• <b>ICTDMT401</b> Create visual design components for digital media</li> <li>• <b>ICTICT443</b> Work collaboratively in the ICT industry</li> <li>• <b>CUAANM301</b> Create 2D Animations</li> </ul> <p><i>Please note if required IP01 could be contextualised to be used across the course in order for the student to demonstrate competency for ICTICT451 and ICTICT443.</i></p>	Observation checklist	<input type="checkbox"/>		
		Questions checklist	<input checked="" type="checkbox"/>	QU01	
		Review of product/service against specifications	<input type="checkbox"/>		
		Review folio of work against specifications	<input checked="" type="checkbox"/>	FL01	
		Third party report	<input type="checkbox"/>		
		Intellectual Property checklist/ Product Review.	<input checked="" type="checkbox"/>	IP01	

Project 2		Electric Dreams Augmented Reality			
Estimated duration	25 Weeks	Outcome type	<input type="checkbox"/> Interim <input checked="" type="checkbox"/> Final	Assessment tools mapped on separate document	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No
Assessment activity		Unit/s for which partial or complete evidence will be gathered	Evidence-gathering tools used		Tool code
<p>A project creating basic components for Augmented Reality to enhance experiences in a simulated, real world experience. Students will be assessed in an industry typical environment using software and equipment to produce superimposed computer-generated image on a user's view of the real world that meets specifications. The assessor will always provide feedback including identifying any competency gaps and how to close them. Evidence is recorded in the student profile as 'satisfactory' or 'unsatisfactory'. When sufficient evidence has been gathered, final outcomes will be recorded in the student profile.</p>		<ul style="list-style-type: none"> <li>• <b>ICTICT426</b> Identify and evaluate emerging technologies and practices</li> <li>• <b>BSBXCS404</b> Contribute to cyber security risk management</li> <li>• <b>ICTGAM413</b> Design and create 3-D digital models</li> <li>• <b>ICTGAM416</b> Prepare and complete image rendering processes</li> </ul>	Observation checklist	<input checked="" type="checkbox"/>	OB01
			Questions checklist	<input type="checkbox"/>	
			Review of product/service against specifications	<input type="checkbox"/>	
			Review folio of work against specifications	<input checked="" type="checkbox"/>	FL02
			Third party report	<input type="checkbox"/>	
			Safety induction checklist	<input type="checkbox"/>	

Project 3		Evolving Reality Virtual Reality (Year 12) - Unity			
Estimated duration	15 weeks	Outcome type	<input type="checkbox"/> Interim <input checked="" type="checkbox"/> Final	Assessment tools mapped on separate document	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No
Assessment activity		Unit/s for which partial or complete evidence will be gathered	Evidence-gathering tools used		Tool code
<p>A project creating basic components for Augmented Reality to enhance experiences in a simulated, real world experience. Students will be assessed in an industry typical environment using software and equipment to produce superimposed computer-generated image on a user's view of the real world that meets specifications. The assessor will always provide feedback including identifying any competency gaps and how to close them. Evidence is recorded in the student profile as 'satisfactory' or 'unsatisfactory'. When sufficient evidence has been gathered, final outcomes will be recorded in the student profile.</p>		<ul style="list-style-type: none"> <li>• <b>ICTSAS432</b> Identify and resolve client ICT problems</li> <li>• <b>ICTGAM428</b> Create 3-D characters for interactive games</li> <li>• <b>CUASOU212</b> Perform basic sound editing</li> <li>• <b>CUASOU304</b> Prepare audio assets</li> <li>• <b>ICTDMT406</b> Produce and edit digital images</li> </ul>	Observation checklist	<input checked="" type="checkbox"/>	OB02
			Questions checklist	<input type="checkbox"/>	
			Review of product/service against specifications	<input type="checkbox"/>	
			Review folio of work against specifications	<input checked="" type="checkbox"/>	FL03
			Third party report	<input type="checkbox"/>	
			Safety induction checklist	<input type="checkbox"/>	

Project 4		Immersion into reality Virtual Reality (Year 12) – Unity Environments			
Estimated duration	15 weeks	Outcome type	<input type="checkbox"/> Interim <input checked="" type="checkbox"/> Final	Assessment tools mapped on separate document	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No
Assessment activity		Unit/s for which partial or complete evidence will be gathered	Evidence-gathering tools used		Tool code
<p>A project creating basic components for Virtual Reality to enhance experiences in a simulated, real world experience in a gaming environment. Students will be assessed in an industry typical environment using software and equipment to produce <b>perception of being physically present in a non-physical world</b> that meets specifications. The assessor will always provide feedback including identifying any competency gaps and how to close them. Evidence is recorded in the student profile as 'satisfactory' or 'unsatisfactory'. When sufficient evidence has been gathered, final outcomes will be recorded in the student profile.</p>		<ul style="list-style-type: none"> <li>• <b>CUAPPM417</b> Create storyboards</li> <li>• <b>CUADIG401</b> Author interactive media</li> <li>• <b>ICTGAM430</b> Design interactive media</li> <li>• <b>BSBCRT411</b> Apply advanced critical thinking to work processes</li> <li>• <b>ICTPRG302</b> Apply introductory programming techniques</li> <li>• <b>CUAANM302</b> Create 3D digital animations</li> </ul>	Observation checklist	<input type="checkbox"/>	
			Questions checklist	<input checked="" type="checkbox"/>	QU02
			Review of product/service against specifications	<input type="checkbox"/>	
			Review folio of work against specifications	<input checked="" type="checkbox"/>	FL04
			Third party report	<input type="checkbox"/>	
			Safety induction checklist	<input type="checkbox"/>	