



Term	Week	STAGE 5 COMPUTING TECHNOLOGY – 2025 SCOPE & SEQUENCE
1	1	<b>Networking systems and social computing</b> (25 hours)
	2	Outcomes CT5-SAF-01, CT5-DPM-01, CT5-COL-01, CT5-DAT-01
	3	Identifying and defining networks
	4	Researching and planning network concepts
	5	Safety and Ethics
	6	Producing and implementing – Ultimate Gaming Network solution
	7	Major Assessment: Network design – The Ultimate Gaming Network
	8	
	9	
	10	
2	1	<b>Designing apps and Web software</b> (25 hours)
	2	Outcomes CT5-DPM-01, CT5-OPL-01, CT5-THI-01, CT5-DES-01
	3	Identifying and defining - Data
	4	Identifying and defining – App and simulation
	5	Researching and planning App
	6	Producing and implementing App
	7	Major Assessment: Design your own app
	8	
	9	
3	1	<b>Mechatronic and Automated System</b> (25 hours)
	2	Outcomes CT5-SAF-01, CT5-DPM-01, CT5-EVL-01, CT5-THI-01, CT5-DES-01
	3	Mechatronic and automated systems
	4	Examples of mechatronic and automated systems
	5	Historical timeline
	6	Testing and evaluating
	7	Major Assessment: AI generative presentation
	8	
	9	
	10	
4	1	<b>Cyber Security</b> (25 hours)
	2	Outcomes CT5-SAF-01, CT5-THI-01, CT5-COL-01, CT5-DAT-01
	3	Rights and responsibilities
	4	Privacy Act
	5	Safety and Security
	6	Current Issues
	7	Major Assessment: Grok Learning modules
	8	
	9	