



Term	Week	YEAR 11 PRELIMINARY ENTERPRISE COMPUTING – 2026 SCOPE & SEQUENCE
1	1	<b>Interactive Media and User Experience</b> (25 hours)
	2	Outcomes EC-11-02, EC-11-03, EC-11-04, EC-11-05, EC-11-06, EC-11-07, EC-11-08, EC-11-09, EC-11-10, EC-11-11, EC-11-12
	3	
	4	Ubiquity of Interactive Media
	5	UX and UI principles
	7	Social, ethical and legal issues when developing and implementing interactive media systems
	7	Project Management Approach
	8	
	9	Major Assessment: Interactive media-based solution (online & offline)
2	1	<b>Networking Systems and Social Computing</b> (25 hours)
	2	Outcomes EC-11-01, EC-11-02, EC-11-03, EC-11-04, EC-11-07, EC-11-10, EC-11-11
	3	
	3	Social computing is networking
	4	Human-centric computing
	5	Start-ups and their tech
	6	Network architect and infrastructure
	7	
	7	Major Assessment: Project
	8	
9		
10		
3	1	<b>Principles of Cyber Security</b> (25 hours)
	2	Outcomes EC-11-01, EC-11-03, EC-11-04, EC-11-05, EC-11-06, EC-11-07, EC-11-08, EC-11-09, EC-11-10, EC-11-11, EC-11-12
	3	
	4	Cyber security
	5	Current issues
	6	Threads and Solutions
	6	Exam revision
	7	
	8	Major Assessment: Exam
	9	
10		
4	<b>HSC Course starts in Term 4 of Year 11.</b>	