



Term	Week	STAGE 5 COMPUTING TECHNOLOGY – 2026 SCOPE & SEQUENCE
1	1	Networking systems and social computing (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 Safety and Ethics
	5	Producing and implementing – Ultimate Gaming Network solution
	6	Major Assessment: Network design – The Ultimate Gaming Network
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2	1	Designing apps and Web software (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
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3	1	Mechatronic and Automated System (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
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4	1	Cyber Security (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
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