Steve's Classroom
online professional learning

hyperPad • Coding & Game Design

Classroom Curriculum Ideas — Grades 5-6

Coding • Game Design • Create Objectives • Import your own Characters & Music

Digital Technologies (Coding & Game Design) Years 5-6

Curriculum Links

ACTDIP030 (Years 5-6)	Implement digital solutions using simple visual programming, including user input and branching. Students code platformer mechanics (jump, collision, scoring) in HyperPad.
ACTDIP031 (Years 5-6)	Explain how digital systems represent data. GarageBand audio files imported into HyperPad show how sound is stored and manipulated.
ACTDIP032 (Years 5-6)	Design user experiences and algorithms. Students storyboard levels, then translate them into playable sequences.
ACTDIP033 (Years 5-6)	Manage digital projects collaboratively. Teams assign roles: coder, composer, designer, tester.

Media Arts • Visual Arts Years 5-6

ACAMAM065 (Years 5–6)	Plan, structure and design media artworks. Students design platform game levels with narrative arcs.
ACAMAM066 (Years 5–6)	Use media technologies to shape time, space, sound and visuals. GarageBand compositions imported as background music; Keynote characters animated into sprites.
ACAVAM116 (Years 5–6)	Experiment with materials, techniques and processes. Keynote used to sketch and refine character designs before digital import.
ACAVAM117 (Years 5–6)	Develop and apply techniques to plan and refine artworks. Students iterate on character aesthetics for clarity and appeal in gameplay.

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Design & Technology (Years 5-6)

ACTDEP035 (Years 5-6)	Generate, develop and test design ideas. Create characters in Keynote.
ACTDEP036 (Years 5-6)	Select materials/tools. GarageBand loops, HyperPad blocks, Keynote shapes.
ACTDEP037 (Years 5-6)	Evaluate ideas against criteria. Playability, inclusivity, sustainability
ACTDEP038 (Years 5-6)	Plan/manage projects. Schedule coding, music, design tasks. collaboratively.

Digital Technologies (Year 7-10)

ACTDIP037 (Year 7-8)	Design algorithms involving iteration and branching. HyperPad platformer with advanced mechanics (enemy AI, scoring systems).
ACTDIP038 (Year 7-8)	Implement modular programs. Students create reusable scripts for character movement and collision detection.
ACTDIP039 (Years 7-8)	Evaluate digital solutions. Students test GarageBand imports for audio quality and performance impact.
ACTDIP040 (Years 7-8)	Collaborate to plan/manage projects.Teams use project management tools to coordinate coding, music, and design.
ACTDIP041 (Years 9-10)	Design algorithms involving structured data. Students code inventory systems or level progression in HyperPad.
ACTDIP042 (Years 9-10)	Implement modular programs with complex data structures. Students integrate GarageBand compositions and sprite sheets efficiently.
ACTDIP043 (Years 9-10)	Evaluate solutions considering sustainability and innovation. Students assess energy efficiency of coding and inclusivity of design.
ACTDIP044 (Years 9-10)	Manage projects using agile practices. Students iterate game builds, test, and refine collaboratively.

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Classroom Curriculum Ideas Various Grades 7-10

Coding • Game Design • Create Objectives • Import your own Characters & Music

Media Arts & Visual Arts Years 7-10

ACAMAM073 (Years 7-10)	Plan and design media artworks. Students storyboard platformer narratives with sustainability themes.
ACAMAM074 (Years 7-10)	Use technologies to shape meaning. GarageBand compositions imported as mood-setting soundtracks.
ACAMAM075 (Years 7-10)	Evaluate media artworks. Students critique character designs for inclusivity and representation.
ACAMAM076 (Years 9-10)	Manipulate technologies to create layered meaning. Students combine Keynote sprites, HyperPad coding, and GarageBand audio.
ACAMAM077 (Years 9-10)	Evaluate artworks in context. Students reflect on how their games communicate sustainability messages.
ACAVAM118 (Years 7-8)	Experiment with materials/techniques. Students refine Keynote character sprites with animation-ready layers.
ACAVAM119 (Years 7-8)	Develop and refine techniques. Students polish sprite sheets for clarity in gameplay.
ACAVAM120 (Years 9-10)	Manipulate materials/techniques for conceptual purposes. Students design sustainable symbolic characters (e.g., Eco-Hero, Mr Recycler!).
ACAVAM121 (Years 9-10)	Evaluate artworks for meaning and impact. Students critique how their games convey sustainability narratives.

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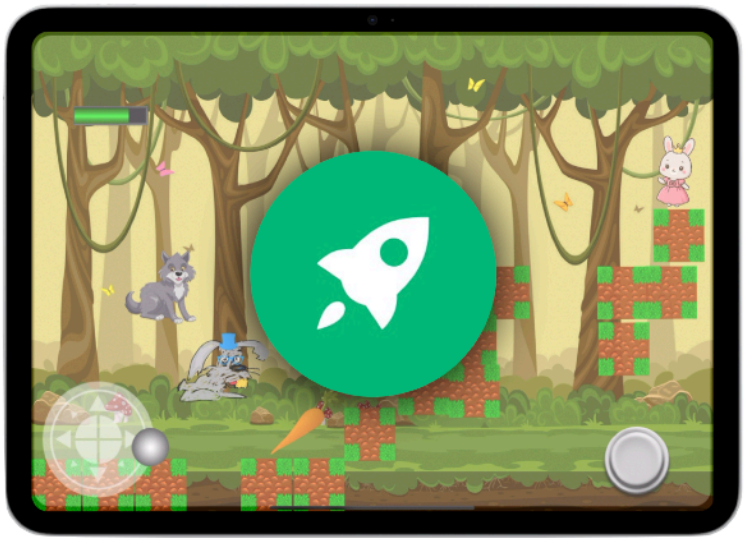
Design & Technologies (Years 7-10)

ACTDEP039 (Years 7-8)	Generate and test design ideas. Students prototype sprites in Keynote (this is quite advanced) and test in HyperPad.
ACTDEP040 (Years 7-8)	Select and use materials/tools. GarageBand loops, HyperPad coding blocks, Keynote vector shapes.
ACTDEP041 (Years 7-8)	Evaluate design ideas against criteria. Students assess games for playability, inclusivity, sustainability.
ACTDEP042 (Years 5-6)	Plan / manage projects. Students schedule coding, music, and design tasks collaboratively.
ACTDEP043 (Year 9-10)	Critically evaluate design ideas. Students assess games for innovation and sustainability impact.
ACTDEP044 (Year 9-10)	Apply project management. Students use agile cycles to refine game builds.
ACTDEP045 (Years 9-10)	Create designed solutions for preferred futures. Students design games that model sustainable futures.

hyperPad

- **Game • App • Design**
- **Coding**
- **Create Sound & Special Effects**
- **Create & Import your own Characters**



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