

Stage 4/5 DL Assessment Policy

Semester 1 - 2025



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Stage 4/5 Assessment Policy

1. ASSESSMENT NOTICE

1.1 Two weeks' notice will be given for each specific task. Details of the task will be given by class teachers. Two weeks' notice will also be given for variations to the published assessment dates or content of tasks.

1.2 Assessment tasks may take the form of a test, exam, field study, practical test, performance, oral presentation, written assignment or research task.

2. NON-ATTENDANCE/NON-SUBMISSION OF ASSESSABLE TASKS

2.1 A mark of zero will be given for non-attendance/late submission of an assessable task and an N-Award Warning Letter will be sent home, unless there is an acceptable reason and the proper procedure is followed (see Section 5).

2.2 If a student arrives late on an assessable task day or is absent from school without an acceptable reason (see Section 3) a mark of zero will be given. This includes visiting the site for completion of a field study.

2.3 Students should note that where they have been given a zero they should still complete and make a serious attempt at the assessment task so that they satisfy the course requirements.

3. ACCEPTABLE REASONS FOR NON-ATTENDANCE OR LATE SUBMISSION

The only satisfactory reasons for late submission or non-attendance are: Illness on the day the task is attempted/submitted, backed up by a medical certificate. Leave granted by the Principal or his/her authorised representative well before the date of the assessment task.

Misadventure - accidents or extreme non-medical problems that can be documented and/or verified.

4. NON-SERIOUS ATTEMPT OF ASSESSABLE TASKS

For a non-serious attempt of an assessable task an N-Award Warning Letter will be sent home and a mark of zero will be given. Students should note that where they have made a non-serious attempt they are still required to attempt the assessment task satisfactorily in order to complete the relevant course outcomes.

5. WHAT TO DO IF YOU ARE NOT AT SCHOOL ON THE DAY A TASK IS TO BE ATTEMPTED OR SUBMITTED AND YOU HAVE AN ACCEPTABLE REASON

Students absent from an assessment task due to illness must:

*Obtain a medical certificate that clearly states that the student has been affected by illness with specific dates stated. Ensure the doctor also completes the misadventure/illness appeal form.

*Advise the School reception or the relevant Head of Faculty by phone where possible, on the day of the assessment task if they are unable to attend. Do not ring the Year Advisor.

*Submit the medical certificate and misadventure/illness appeal form to a Deputy Principal on the first day of return to school.

*Complete an Illness/misadventure form on the first day of return to School, obtained from the Head of Faculty.

*On the first day of return to School, submit the assessment task or be prepared to attempt the replacement task.

6. MISBEHAVIOUR OR CHEATING DURING AN ASSESSABLE TASK

*If a student cheats during assessable tasks or examinations, home assignments, essays, projects or tests, a mark of zero will be awarded. The same may occur if a student misbehaves during an exam or assessment task. The student will also be subject to the school's discipline procedures.

*No mobile phones, MP3 players or similar electronic devices are to be brought into the room during an assessment task. If a phone rings or is seen during the task, this may be regarded as an attempt to cheat, and may result in a mark of zero.

7. PLAGIARISM

7.1 If students copy work from somewhere else, and do not give credit to that author, they have committed plagiarism. Any work that is plagiarised from an un-referenced source will not be accepted. If it is suspected that a student's work is not their own, they will be asked to prove that they are the author of the piece of writing and may be required to reproduce the work under exam conditions.

7.2 Penalties for Plagiarism:

At the discretion of the Head Teacher, zero marks will be awarded, and an N-Award Warning Letter will be sent home. The task will then have to be completed to the satisfaction of the teacher to avoid an N-Award in the subject. However, no marks will be awarded once this task is completed.

8. APPEALS

8.1 If a misadventure/illness application is not accepted for assessment task the Deputy Principal will explain the reasons to the student. The students will be awarded a zero mark and an N-Award Warning Letter will be sent home.

8.2 The student may appeal against the Deputy Principal's decision by lodging an appeal in writing with the principal within three school days of initial determination.

9. COMPLETION OF COURSE REQUIREMENTS

9.1 A student will be considered to have satisfactorily completed a course if, in the principal's view, there is sufficient evidence that the student has:

- a) followed the course developed or endorsed by the Board; and
- b) applied themselves with diligence and sustained effort to the set tasks and experiences provided in the course by the school; and
- c) achieved some or all of the outcomes.

9.2 Expectations of Students:

*Students must attend all classes to satisfactorily complete the Preliminary courses. A minimum of 85% attendance is generally expected for students to achieve the outcomes of the course being studied.

*Unexplained absences, lateness and class attendance patterns will be reviewed to ensure that the students are meeting the course completion criteria and the minimum attendance requirements.

*Students whose attendance is called into question will be asked to prove to the principal's satisfaction, following a review of their performance, that they are meeting the course completion criteria. (ACE Manual August 1999).

*Students need to work through the syllabus including participation in class practical work, homework, oral presentations, assignments and examinations.

*Students must make a genuine attempt at assessment tasks which contribute in excess of 50% of the available marks, otherwise they will be deemed unsatisfactory in that course.

*Students who do not comply with the assessment requirements in any course will have neither a moderated assessment nor an examination mark awarded for that course. (ACE Manual August 1999).



DL1 (Stage 4)

Mummification

DRIVING QUESTION: How did the Egyptians live in ancient civilisation?

PROJECT DESCRIPTION: In this project, students will use a range of primary and secondary sources to investigate life in Ancient Egypt. Students will look at ancient Egyptian geography, societal structure, daily life, religion, art, culture and the different Pharaohs. Students will create a 3D model of an ancient Egyptian pyramid, organise an ancient Egyptian museum through creating one ancient Egyptian artefact, and write an essay on how ancient Egyptian artefacts represent how the ancient Egyptians lived in the past.

TASK NUMBER & PRODUCT NAME		OUTCOMES ASSESSED	WEIGHT	DUE DATE
1	Ancient Egyptian Pyramid model	HT4-2 HT4-3 HT4-8 HT4-9 HT4-10	25%	Term 1 Week 8
2	Ancient Egyptian Artefact	HT4-2 HT4-3 HT4-8 HT4-9 HT4-10	25%	Term 2 Week 1
3	Essay	HT4-2 HT4-3 HT4-5 HT4-6 HT4-7 HT4-8 HT4-9 HT4-10 EN5-ECB-01 EN5-ECA-0 EN5-RVL-01	50%	Term 2 Week 5
		TOTAL	100%	



DL1 (Stage 4) STEM World

DRIVING QUESTION: How do I solve this?

PROJECT DESCRIPTION: STEM World will allow you to explore the role both Science and Mathematics play in our everyday lives through a series of mini projects related to Biology, Physics and Chemistry. You will be given a survival challenge that you must solve using the concepts you have covered in class and you will present what you have discovered as a survival guide.

TASK NUMBER & PRODUCT NAME		OUTCOMES ASSESSED	WEIGHT	DUE DATE
1	Survival Guide	SC4-1VA SC4-4WS SC4-5WS SC4-6WS SC4-9WS SC4-10PW SC4-12ES SC4-16CW MA0-WM-01 MA4-INT-C-01 MA4-LIN-C-01 MA4-DAT-C-02	100%	Term 2 Week 5
		TOTAL	100%	



DL1 (Stage 4)

Material Technology

DRIVING QUESTION: How does control technology help us in everyday life?

PROJECT DESCRIPTION: This project allows you to understand how to work with Timber and coding. You will learn basic skills used in coding and making wooden items. You will apply your knowledge of structures and properties of material and joints to help you make your product. You will apply the design process to personalise and modify your project to meet specific individual demands, tastes, and needs. Your final product will involve building a wooden car model with a portfolio. You will learn about coding and how it can be applied in the creation of an animated product. You will create an animated code which will be presented to the class.

TASK NUMBER & PRODUCT NAME		OUTCOMES ASSESSED	WEIGHT	DUE DATE
1	Animated code	TE4-4DP TE4-1DP	35%	Term 2 Week 3
2	Presentation of code	TE4-4DP TE4-1DP	15%	Term 2 Week 5
3	Wooden car model	TE4-2DP TE4-3DP TE4-9MA	35%	Term 2 Week 4
4	Car portfolio	TE4-2DP TE4-3DP	15%	Term 2 Week 5
		TOTAL	100%	



DL2/DL3 (Stage 5)

Let's Race

DRIVING QUESTION: What mathematical & physical factors are behind international racetracks?

PROJECT DESCRIPTION: In this project, you will design and build your own scale version of a famous racetrack. You will research different international racing meets such as F1, F2, Indy, supercars and the variations to vehicles and to racing tracks. You will examine the interrelationship of speed, distance and time and reflect on the impact these mathematical concepts have on the design of racetracks.

TASK NUMBER & PRODUCT NAME		OUTCOMES ASSESSED	WEIGHT	DUE DATE
1	Mathematical plans	MA4-ARE-C-01 MA4-LEN-C-01 MA4-GEO-C-01 MA4-RAT-C-01 MA5-DAT-C-01	40%	Term 1 Week 11
2	Racetrack model	MA4-ARE-C-01 MA4-LEN-C-01 MA4-GEO-C-01 MA4-RAT-C-01 MA5-DAT-C-01	60%	Term 2 Week 5
		TOTAL	100%	



DL2/DL3 (Stage 5)

Investigating with Numbers

DRIVING QUESTION: How do we represent what we learn?

PROJECT DESCRIPTION: In this project, you will develop skills necessary to identify and understand number patterns in their environment. Additionally, this project will provide you with various strategies for organising, manipulating and communicating numerical observations enabling you to share these observations in a range of tabular and graphical formats.

TASK NUMBER & PRODUCT NAME		OUTCOMES ASSESSED	WEIGHT	DUE DATE
1	Student survey data collection	MA4-INT-C-01 MA4-FRC-C-01 MA4-DAT-C-01 MA4-DAT-C-02	20%	Term 1 Week 10
2	Self-Devised Table and Graph	MA4-INT-C-01 MA4-FRC-C-01 MA4-DAT-C-01 MA4-DAT-C-02	40%	Term 2 Week 2
3	DL Census report	MA4-INT-C-01 MA4-FRC-C-01 MA4-DAT-C-01 MA4-DAT-C-02	40%	Term 2 Week 5
		TOTAL	100%	



DL2/DL3 (Stage 5)

Australians at War

DRIVING QUESTION: What causes war?

PROJECT DESCRIPTION: In this project, you will learn about the history of World War One and World War Two. The world experienced a period of industrialisation, nationalism, expansionism and imperialism. The period culminated in World War I (1914–1918) and the failures of its peace treaties led to World War Two (1939-1945). Your class will research and learn about one World War and then you will independently research the other. Your product you will create will be a website which outlines the causes of the war.

TASK NUMBER & PRODUCT NAME		OUTCOMES ASSESSED	WEIGHT	DUE DATE
1	Source analysis	HT5-1 HT5-5	50%	Term 1 Week 8
2	Historical report	HT5-4 HT5-7 HT5-8 HT5-9 EN5-RVL-01 EN5-ECB-0	50%	Term 2 Week 5
		TOTAL	100%	



DL2/DL3 (Stage 5)

Bake It

DRIVING QUESTION: Can you bake it to make it?

PROJECT DESCRIPTION: In this unit you will explore a range of baked products and examine the elements of small-scale and large-scale baking. You will plan and prepare a range of pastry items for different occasions. The study of “Bake It” provides students with a broad knowledge and understanding of ingredients used in baking and explains why baking is different to cooking. It addresses the importance of hygiene and safe working practices.

TASK NUMBER & PRODUCT NAME		OUTCOMES ASSESSED	WEIGHT	DUE DATE
1	Event Planning Documents	FT5-4 FT5-9	40%	Term 2 Week 3
2	Cooking exhibition	FT5-1 FT5-5 FT5-10	60%	Term 2 Week 5
		TOTAL	100%	



DL2/DL3 (Stage 5)

Being Dramatic

DRIVING QUESTION: How does an actor prepare for the stage and the screen?

PROJECT DESCRIPTION: In this project you will investigate and enact a wide range of theatrical forms, styles and acting methods. You will explore the elements of drama in their performances, participate in Theatresports, stage fighting, special effects, and puppetry. Through critical reflection and acquiring understanding, knowledge, and skills, you will respond to the ideas and dramatic works of others by creatively and collaboratively developing their own ideas into dramatic action for performance.

TASK NUMBER & PRODUCT NAME		OUTCOMES ASSESSED	WEIGHT	DUE DATE
1	Group Devised Performance	5.1.2 5.2.1 5.3.3	50%	Term 1 Week 10
2	Special Effects Film	5.1.3 5.2.3 5.1.4	50%	Term 2 Week 5
		TOTAL	100%	



DL2/DL3 (Stage 5)

Doctor Doctor 1

DRIVING QUESTION: What do I do in an emergency?

PROJECT DESCRIPTION: This project introduces you to the human body and its systems. You will discover how each works together to keep you healthy and what to do if something goes wrong. This project includes exploring human body systems and applying medical first aide.

TASK NUMBER & PRODUCT NAME		OUTCOMES ASSESSED	WEIGHT	DUE DATE
1	Working injury model presentation	SC5-8WS SC5-9WS PD5-9	100%	Term 2 Week 5
		TOTAL	100%	



DL2/DL3 (Stage 5)

Double the Yum Double the Fun

DRIVING QUESTION: How can food and exercise impact our body and mind?

PROJECT DESCRIPTION: In this project students will explore the impact of nutrition and exercise can have on their physical and mental strength. Students will review literature on Australian Dietary Guidelines and recommended physical exercise. They will reflect their learning in a health journal (ten weeks) and design a smoothie and explain how it impacts on both nutrition and ability to exercise.

TASK NUMBER & PRODUCT NAME		OUTCOMES ASSESSED	WEIGHT	DUE DATE
1	Physical Movement Journal	PD5-4 PD5-8	50%	Term 2 Week 2
2	Smoothie Recipe and Report	PD5-7 FT5-6	50%	Term 2 Week 5
		TOTAL	100%	



DL2/DL3 (Stage 5) Old School So Cool

DRIVING QUESTION: How does music shape a generation?

PROJECT DESCRIPTION: In this project (History/English), students will learn explicitly about the 1990's through a variety of texts and use this as a platform to explore the way popular culture has contributed to Australian culture and way of life. They create two products: a digital advertisement for a popular 90s product and an essay exploring music in the 90s and how it has shaped a generation.

TASK NUMBER & PRODUCT NAME		OUTCOMES ASSESSED	WEIGHT	DUE DATE
1	Report	EN5-URB-01 EN5-ECA-01 HT5-1 HT5-6	50%	Term 2 Week 2
2	Web Advertisement	EN5-ECB-01 EN5-ECA-01 HT5-10	50%	Term 2 Week 5
		TOTAL	100%	



DL2/DL3 (Stage 5)

Something Wicked

DRIVING QUESTION: Why do you think Shakespeare is still relevant today?

PROJECT DESCRIPTION: You will complete a study of Shakespeare's 'Macbeth'. In this project you are introduced to the English essay and have a project where you present your understanding through composing an essay and creating a theatre poster.

TASK NUMBER & PRODUCT NAME		OUTCOMES ASSESSED	WEIGHT	DUE DATE
1	Essay	EN5-URA-01 EN5-URB-01	70%	Term 2 Week 2
2	Poster	EN5-ECA-01	30%	Term 2 Week 5
		TOTAL	100%	



DL2/DL3 (Stage 5)

Survival of the Fittest

DRIVING QUESTION: How can we solve world hunger?

PROJECT DESCRIPTION: In this project, you will work in pairs to create a Non-Government Organisation (NGO) which aims to combat a food insecurity issue of your choice. As your final product, you will create an NGO action plan, print and multimedia advertisements, and a booth to display your work.

TASK NUMBER & PRODUCT NAME		OUTCOMES ASSESSED	WEIGHT	DUE DATE
1	NGO Action Plan	GE5-4 GE5-6 GE5-7 GE5-8	40%	Term 1 Week 9
2	NGO Print Advertisements	GE5-6 GE5-8	25%	Term 2 Week 1
3	NGO Multimedia Advertisements	GE5-6 GE5-8	25%	Term 2 Week 3
4	Booth Presentation	GE5-8	10%	Term 2 Week 5
		TOTAL	100%	



DL2/DL3 (Stage 5)

The Martian

DRIVING QUESTION: What does it take to survive?

PROJECT DESCRIPTION: This project allows you the opportunity to explore whether life can or does exist beyond our Solar System. You will learn about the Big Bang, the formation of planets and stars and determine the requirements for life on Earth. In this project you will examine the requirements for plant growth and reproduction, including the role of pollinators such as European and native bees. You will design and implement a solution to a real-world problem and compose a persuasive text on a topic related to the colonization of Mars. This project is designed to help you develop the skills to think critically and communicate scientifically.

TASK NUMBER & PRODUCT NAME		OUTCOMES ASSESSED	WEIGHT	DUE DATE
1	Fieldwork Solution	SC5-2VA SC5-3VA SC5-12ES SC5- 14LW SC5-8WS	50%	Term 1 Week 10
2	Persuasive Text	SC5-7WS SC5-9WS	50%	Term 2 Week 5
		TOTAL	100%	