

Year 10 Assessment Calendar – Term 2, 2026

WEEK	KEY COLLEGE EVENTS	ASSESSMENT KEY DATES
1 20 -24 Apr	24/4 ANZAC Day Service (Period 3)	
2 27 Apr- 1 May		
3 4-8 May	4/5 Public Holiday 5/5 Student-Led Progress Conferences	10 Design Tech. (Checkpoint) 10 Visual Art (Responding Task)
4 11 – 15 May	12/5 PSSC Wellbeing Expo 14/5 SCUH Careers in Health Day (Yr 10)	
5 18 – 22 May		10 Physical Education (Checkpoint) 10 Material Spec. (Checkpoint) Maths: Assignment
6 25 – 29 May	29/5 Public Holiday	10 Health (draft submission) 10 Sport and Recreation (draft submission) 10 Food Spec. (Checkpoint)
7 1 – 5 Jun	3/6 Athletics Carnival	10 English (draft submission) 10 Geography (draft submission) 10 Drama (Performance Task)
8 8 – 12 Jun	9/6 College Expo	10 Legal Studies (exam) 10 Japanese (Practice Exam) 10 Dig Tech. (Checkpoint) 10 Drama (Responding Task) 10 Music (Exam) Maths: Exam
9 15 – 19 Jun		10 English (final submission) 10 Geography (final submission) 10 History (exam) 10 Japanese (exam) 10 Health (final submission) 10 Physical Education (final submission) 10 Sport and Recreation (final submission) 10 Dig Tech. (Final submission) 10 Design Tech. (Final submission) 10. Material Spec. (Final submission) 10 Food Spec. (Final submission) 10 Visual Art (Making Task) 10 Japanese (Exam) 10 Music (Performance) Science: Assignment due
10 22 – 26 Jun	25/6 House Cup (Sports Challenge)	

Year 10 Assessment Overview – Term 2, 2026

Learning Area	Unit Name	Unit Overview	Assessment Task
English	<i>Novel Study</i>	Students will explore stories and the themes they reflect. They will use a story studied in class as a stimulus to develop their own imaginative story.	Imaginative Short Story
Mathematics	Probably and Statistics	Students will interpret networks in practical situations and be able to describe connectedness, Students apply conditional probability to solve problems involving compound events and design and conduct simulations involving conditional probability, using digital tools. Students will compare the distribution of continuous numerical data using various displays, and discuss distributions in terms of centre, spread, shape, and any outliers, using measures such as the mean, median, and range. They will also represent the distribution of data involving 2 variables, using tables and scatter plots, and comment on possible association.	Assignment and exam
Humanities & Social Sciences	<i>History</i>	Students will explore perspectives and sources to explain the cause and effects of migration on Australia’s identity as a nation.	Exam
	<i>Legal Studies –</i>	Students will learn the roles and responsibilities of the Australian Government in regards to a current human rights issues	Exam
	<i>Geography –</i>	Students will investigate coastal management strategies. The will collect and analyse data using surveys, measurements, digital photography and secondary sources to develop a report on a local sunshine coast beach.	Field report
Science	Physics	Students will plan and conduct an investigation exploring how Newton’s laws describe motion and apply them to predict motion of objects in a system. They will explain their findings in a scientific report that will analyse and connect data and information to identify and explain patterns and trends.	Student experiment
Health and Physical Education	Health Education	Students investigate and synthesise how Western diets contribute to disease in First Nations peoples of Australia. Critique strategies to plan and create an infographic	Project - infographic

		that justifies how these strategies can enhance personal health and wellbeing.	
	Physical Education	Students analyse primary and secondary data relating to participation in OzTag, Touch or Soccer to propose and evaluate a fitness training activity aimed at improving performance in the chosen sport.	Project - folio
	Sport and Recreation	Students propose and evaluate a sports tournament or event for their classmates that enhances their participation in physical activity.	Project - folio
Technologies	Design & Tech	Unit 2 – Waste Management Students investigate waste management issues and their impact on the environment, focusing on reducing, reusing and recycling materials. They design and develop a sustainable solution or product that minimises waste, applying the design process from research through to production and evaluation. The unit builds skills in sustainability thinking, problem-solving and practical design.	Task: Waste Management - Folio Hand out: Week 1 Draft due: Week 3 Final due: Week 9
	Material Spec.	Unit 2 – Coffee Table Students design and construct a functional coffee table using timber, applying a range of tools, materials and joining techniques. They follow the design process, including research, planning, production and evaluation, while developing skills in measurement, safety and workshop practices. The unit builds craftsmanship, problem-solving and project management skills.	Task: Coffee table – Folio/Project Hand out: Week 1 Draft due: Week 5 Final due: Week 9
	Digital Tech	Unit 2 – Medical Robots Students explore how digital technologies are used in medical robotics to improve patient care and outcomes. They design and develop a simple robotic or automated solution, using coding, sensors or simulation tools to address a real-world medical problem. The unit develops skills in computational thinking, innovation and problem-solving.	Task: Medical Robot - Folio Hand out: Week 3 Draft due: Week 8 Final due: Week 9
	Food Specialisation	Unit 2 - Sustainable Snack Showdown Students investigate sustainability in food by analysing ingredients, packaging and production methods of common snacks. They design and create their own sustainable snack, focusing on reducing environmental impact while maintaining taste, nutrition and appeal.	Task: Food Truck Folio Hand out: Week 3 Draft due: Week 6 Final due: Week 9

		The unit develops skills in food preparation, decision-making and sustainable thinking.	
Creative & Cultural Pursuits The Arts	Visual Art <i>Cultural Impact</i>	In this unit, <i>Cultural Impact</i> , students will explore individuals who have influenced society and how artists represent people through portraiture. Students will analyse the work of Chuck Close and Kehinde Wiley to understand how visual conventions and techniques communicate meaning. They will develop practical skills by producing a realistic drawn portrait using the grid enlargement method, refining their work through graphite rendering and tonal shading. This unit focuses on building technical accuracy while deepening understanding of how portraiture reflects cultural identity and impact.	Responding Task Hand out: Week 2 Final due: Week 3 Making Task Hand out: Week 3 Final due: Week 10
	Music <i>And That's Showbiz</i>	In this unit, students will explore music of the stage and screen that has made its way into our homes in the realm of Disney and Musical Theatre.	Responding Task Final due: Week 8 Making Task Hand out: Week 4 Final due: Week 9
	Drama <i>From Process to Production</i>	Students will engage in a process drama involving a pretext that will lead them into a focus text revolving around the issue of bullying amongst teenagers – in person and online. Throughout this process students will develop devising skills and performance skills. The final performance will be shown to a public audience of their peers.	Making Task Hand out: Week 4 Due: Week 7 Responding Hand out: Week 7 Due: Week 8
Languages	Japanese	In this unit, students interpret and analyse Japanese texts related to food, dining and cultural practices. They communicate their own preferences and ideas using Japanese, justifying opinions with reasons and adjusting language to suit audience and purpose. Students also explore and reflect on differences between Japanese and Australian food culture, developing intercultural understanding.	Hand out: Week 8 Final exam: Week 9