Year 7 Digital Technologies App Development Semester Two (30%)

Name:

Marking Criteria:

Screen 1 – Design and Blocks (8 marks)			
Background colour changed		1	
Label displaying the name of the app, with larger font size		2	
Image included and resized		2	
Brief app description included		1	
Start button included, when clicked, this takes the user to Screen 2		2	
Screen 2 – Design (8 marks)			
Screen title included		1	
Empty image included and resized		2	
Text input included		1	
Label for rating included		1	
Slider for rating included		1	
3 Buttons included inside a row		2	
Screen 2 - Blocks (8 marks)			
When the camera button is clicked, the user can take a photo, which is then displayed in the empty image		2	
3 Lists are initialised as cloud variables (to store name, photo and rating)		1	
When Screen2 starts, if a list variable is null, they are set to empty lists		2	
When the add button is clicked, the name, photo and rating are added to their respective lists, and an appropriate message is displayed		2	
When the gallery button is clicked, this takes the user to Screen 3		1	
Screen 3 – Design (4 marks)			
Title included		1	
Empty column included		1	
2 buttons included inside a row		2	
Screen 3 – Blocks (12 marks)			
When the back button is clicked, this takes the user to Screen 2		1	
A loop is created that counts from 1 to the length of the list containing names		2	
When the clear list button is clicked, all lists should be reset to empty lists		2	
When screen 3 opens, for each item in the images list, a new image is created and added to Column1 (so all photos are displayed)		2	
When screen 3 opens, instead of just the image, it also displays the name and rating of each item		2	
Joins text to display the rating out of 10		3	
Custom Creative Features (Extension)			
Student to explain and justify how they have creatively enhanced their app, including screen design and blocks			
TOTAL	4	40	

Tick the boxes in this column when you have completed the task in each row