

Year 7 Term 4 Week 2

Assessment Notification



Subject:	Digital Technologies
Task:	Thunkable App Development
Due Date:	Term 4 Week 2 8:45am Thurs 14th October (All classes)
Weight:	40%

Content of the Task

Throughout the term, you will be required to complete a series of Thunkable Tutorials, and Challenges to develop your knowledge and understanding of Mobile App Development.

Requirements of the Task

Thunkable Tutorials

During class, you will be completing a series of tutorials available on YouTube which have been linked in the booklet within Google Classroom.

Thunkable Challenges

During class, you will then complete 3 Challenges using the skills you learnt while completing the Thunkable Tutorials.

Submission Instructions

Thunkable Booklet

In Google Classroom, you will be provided with **Thunkable Tutorials and Challenges Booklets**, which you are required to complete throughout the term. This will include:

- A place for you to paste links to each of your Thunkable Projects
- Screenshots of the Design and Blocks tabs for each of your screens

When you have finished all **Tutorials and Challenges**, you will be instructed to submit your Google Doc to indicate that you have completed the final step of the **Thunkable App Development** task, ready to be marked and assessed.

Marking Criteria

The marking criteria is shown on the next page. You are encouraged to tick off the boxes as you complete them throughout the term.

Student Outcomes

ACTDIP023	Investigate how data is transmitted	ACTDIP028	Design the user experience of a digital system
ACTDIP025	Acquire data from a range of sources	ACTDIP031	Evaluate how student solutions and existing information systems meet needs
ACTDIP026	Analyse and visualise data to create information	ACTDIP032	Plan and manage projects that create and communicate ideas collaboratively online
ACTDIP027	Define and decompose real-world problems		

Year 7 Digital Technologies Thinkable Tutorials and Challenges (40%)

Name:

Marking Criteria:

Item	<input checked="" type="checkbox"/>	Mark	Total
Thinkable Tutorials (20 marks)			
Tutorial #1: "Intro to Drag and Drop" is completed and functions correctly	<input type="checkbox"/>	2	
Tutorial #2: "Screens and Navigation" is completed and functions correctly	<input type="checkbox"/>	2	
Tutorial #3: "Translator" is completed and functions correctly	<input type="checkbox"/>	2	
Tutorial #4: "Translator 2" is completed and functions correctly	<input type="checkbox"/>	2	
Tutorial #5: "Camera and Image Recognition" is completed and functions correctly	<input type="checkbox"/>	2	
Tutorial #6: "App Variables" is completed and functions correctly	<input type="checkbox"/>	2	
Tutorial #7: "Logic Blocks" is completed and functions correctly	<input type="checkbox"/>	2	
Tutorial #10: "Sound Playback" is completed and functions correctly	<input type="checkbox"/>	2	
Tutorial #11: "Web API" is completed and functions correctly	<input type="checkbox"/>	2	
Tutorial #12: "Randomness" is completed and functions correctly	<input type="checkbox"/>	2	
Tutorial #8 "Sign in Screen" is completed and functions correctly	<input type="checkbox"/>		
Tutorial #9 "Cloud Variables" is completed and functions correctly	<input type="checkbox"/>		
Thinkable Challenges (20 marks)			
Challenge #1: Background colour changed	<input type="checkbox"/>	1	
Challenge #1: Screen fully designed (3 buttons, counter label)	<input type="checkbox"/>	2	
Challenge #1: Buttons and label styled	<input type="checkbox"/>	1	
Challenge #1: Text-to-speech added, correctly says current count	<input type="checkbox"/>	2	
Challenge #2: Screen fully designed and styled with title, button and response label	<input type="checkbox"/>	2	
Challenge #2: When button is clicked, a response appears on the screen	<input type="checkbox"/>	2	
Challenge #2: App functions fully with correct links to API	<input type="checkbox"/>	2	
Challenge #3: Screen designed with 5 images, button and label	<input type="checkbox"/>	2	
Challenge #3: When bird image is clicked, correct bird song is played	<input type="checkbox"/>	2	
Challenge #3: When button is clicked, random bird song is played	<input type="checkbox"/>	2	
Challenge #3: Label displays correct bird name	<input type="checkbox"/>	2	
TOTAL		40	