

# Year 7 Assessment Notification

<b>Subject:</b>	<b>Digital Technologies</b>
<b>Task:</b>	<b>App Design &amp; Development</b>
<b>Due Date:</b>	<b>Part 1 (50%): 8:45am Friday 14 September 2018 (Term 3, Week 8)</b> <b>Part 2 (50%): 8:45am Monday 15 November 2018 (Term 4, Week 5)</b>
<b>Weight:</b>	<b>100%</b>

## Content of the Task

You are required to demonstrate your understanding of digital systems by designing an app on a poster, then developing the app using App Lab.

## Requirements of the Task

For Part 1 (due by **8:45am on Friday 14 September**) you will be working in **groups of 2 or 3** to design an app. You are required to submit:

- A completed Project Guide (included in workbook, one per person)
- A completed App Design Poster (one per group)

The last step will be to present your app design to the class.

For Part 2 (due by **8:45am on Monday 15 June 2018**) you will be working **individually** to develop a prototype of your app, with multiple screens and some functionality. You will be required to submit:

- A completed User Guide (a template will be provided)
- A completed App Lab Project

You will be allocated a significant amount of class time to complete the above requirements.

## Submission instructions

### Part 1

- Your Project Guide has been included in your Term 3 workbook (one per person), which was distributed at the start of term. Although you are working in groups, you will need to complete your own Project Guide and hand this in to your teacher.
- As a group you are to present your app to the class, and hand in your App Design Poster.

### Part 2

- A template will be provided for you to complete a User Guide. You will need to print this and hand this in to your teacher before the due date.
- For the App Lab Project, all your projects are automatically shared with your teacher, using Code.org and Google Classroom. You must name your project appropriately (e.g. Project 4 – School Timetable App). Your teacher will then be able to view each version of your app (a new timestamped version is created anytime you make some changes and click on 'Run').

## Marking Criteria

### App Design Rubric (50%)

Criteria	Below Standard 0-10	At Standard 11-15	Above Standard 16-20	Marks 20 each
<b>Level of detail</b>	Details are vague, unclear and/or incomplete.	All required details are included.	Thorough and highly detailed.	
<b>Written communication</b>	Poor use of structure, language, visual elements and grammar.	Effective use of structure, language, visual elements and grammar.	Highly engaging and fluent use of structure, language, visual elements and grammar.	
<b>Planning and analysis</b>	Limited evidence of planning and analysis.	Well planned and analysed.	Very insightful and creative analysis, with excellent foresight.	
<b>Poster elements</b>	The poster lacks elements to engage readers.	The poster is presented well, and successfully engages.	Presentation of the poster is commendable.	
<b>Delivery of final presentation</b>	Final presentation was not well communicated and/or did not cover required points.	Final presentation was coherent and covered all required points.	Final presentation was very well articulated with flair and imagination.	
<b>Total Marks (Out of 100)</b>				

### App Development Rubric (50%)

Criteria	Below Standard 0-10	At Standard 11-15	Above Standard 16-20	Marks 20 each
<b>Level of detail</b>	Details are vague, unclear and/or incomplete.	All required details are included.	Thorough and highly detailed.	
<b>Written communication</b>	Poor use of structure, language, visual elements and grammar.	Effective use of structure, language, visual elements and grammar.	Highly engaging and fluent use of structure, language, visual elements and grammar.	
<b>Screen design</b>	User interface and layout is poorly designed, unappealing and/or is not easy to use	User interface and layout is well designed, appealing and intuitive	User interface and layout is very well designed, very appealing and highly intuitive	
<b>Processing algorithms</b>	Use of standard algorithms and processing of data is lacking	Use of standard algorithms, such as handling text input, variables and button events, are effective	Use of advanced algorithms, such as data storage and complex processing of data, are masterful	
<b>Overall functionality</b>	The app does not fulfil its purpose effectively and/or does not function properly	The app fulfils its purpose effectively and functions properly. Multiple screens are linked appropriately.	The app fulfils its purpose in a way that is sophisticated, imaginative and highly reliable.	
<b>Total Marks (out of 100)</b>				

### Student Outcomes

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