

# Year 7 Assessment Notification



<b>Subject:</b>	<b>Digital Technologies</b>
<b>Task:</b>	<b>App Design</b>
<b>Due Date:</b>	8:45am Tue 10 November 2020 (Term 4, Week 5)
<b>Weight:</b>	<b>40%</b>

## Content of the Task

You are required to demonstrate your understanding of digital systems by designing an app proposal addressing a real-world problem of your choice. This will be presented in the form of a video and poster.

## Requirements of the Task

### Task Overview

You will be working in groups of 2 or 3 to design your app, working through the App Design Booklet to guide you through the process. As part of your final submission, you will need to include:

- A short video (2-3 mins) explaining the main purpose and benefits of the app
- A pitch deck (PPT slides) covering the design of the app (screen designs, inputs, processing and outputs)
- A Thunkable Prototype (3-5 screens with blocks included)

### Guidelines / Constraints

- You are required to choose a real-world problem that your app will help address. It must be appropriate. If you are unsure, you should consult your teacher. (Your teacher will provide a list of possible ideas if you need help deciding.)
- A problem may be framed as a way to make the most of an **opportunity or event**
- You need to design **3-5 screens** to cover functionality for the entire app.
- To present your screen designs in a digital format, it is recommended that you use [MockFlow](#) [Wireframe Pro](#), PPT, Google Slides or Thunkable
- Your video, pitch deck and prototype must include **appropriate content** consistent with our CGS Student Policies
- We are assessing the quality and substance of your work, not quantity or word count

### Deadlines

Below are some rough deadlines to ensure you are able to complete the task on time. This may vary slightly depending on your class. You are encouraged to complete the work for each section in your booklet **well before the deadlines listed below**.

- **Week 2:** Form groups and complete *Brainstorming problems and opportunities*
- **Week 3:** Complete *Define your problem* and *The video to pitch the app*
- **Week 4:** Complete *Pitch deck about the app design* and *Thunkable prototype*
- **Week 5:** Finalise above sections and complete *Final submission*
- **Week 6 8:45am Monday:** The booklet is due and should be submitted in Google Classroom

## Marking Criteria

**NOTE: This is a group task, and it will be marked on a group basis**

Criteria	Below Standard 0-2	At Standard 3	Above Standard 4-5	Marks
<b>Content (Video)</b>	Details are vague, unclear and/or incomplete, only evidencing a limited understanding.	All required information (i.e. problem, audience, benefits) is included demonstrating a broad and general understanding.	All required information (i.e. problem, audience, benefits) is included, demonstrating a comprehensive and in-depth understanding, and able to selectively emphasise the most significant content.	/ 5
<b>Communication (Video)</b>	Video is difficult to follow and understand, lacking any elements to engage viewers.	Video presents well, its message can be readily understood, and it attempts to engage viewers.	Video presents a clear and pointed message, creatively and persuasively engaging viewers.	/ 5
<b>Content (Pitch deck)</b>	Details are vague, unclear and/or incomplete, only evidencing a limited understanding.	All required information (i.e. Inputs/Process/Outputs, User Experience) is included, demonstrating a broad and general understanding.	All required information (i.e. Inputs/Process/Outputs, User Experience) is included, comprehensively and highly detailed, clearly and concisely.	/ 5
<b>Communication (Pitch deck)</b>	Poor use of structure, language, visual elements and grammar.  The presentation lacks elements to engage readers, and is difficult follow.	Effective use of structure, language, visual elements and grammar.  The presentation flows well, and engages in a general and functional way.	Fluent use of structure, language, visual elements and grammar.  The presentation is appealing and highly engaging, demonstrating creativity.	/ 5
<b>User Experience (Prototype)</b>	User interface and layout is poorly designed, unappealing and/or is not easy to use.	User interface and layout design is functional, so that the app is readily usable, with some attempt to make it appealing and intuitive.	User interface and layout is very well designed, so that the app is appealing and highly intuitive, with thoughtful consideration of component location and appearance, as well as sequence of processes.	/ 5
<b>Computational Thinking (Prototype)</b>	Processing algorithms are vague, incomplete and/or lacking in detail, providing limited evidence of computational thinking.	Processing algorithms are clearly explained, providing complete details on any algorithms used to solve the problem, demonstrating sound computational thinking.	Processing algorithms are complex and innovative, demonstrating a deep understanding of programming and mobile development.  A working prototype has been created to demonstrate advanced functionality and processing.	/ 5
<b>Individual Contribution / Teamwork</b> Teacher judgement based on classroom interactions and student reflections <b>0-3:</b> Lack of involvement, inconsistent effort, poor communication, teamwork & planning, relied on others for most of the work <b>4-7:</b> Moderate involvement, consistent effort, satisfactory communication, teamwork & planning, made a fair contribution <b>8-10:</b> Demonstrated leadership and initiative, exceptional diligence and effort, exemplary communication, teamwork & planning, went above and beyond to make strong contributions each lesson				/ 10
<b>Total Marks (Out of 40)</b>				

## Student Outcomes

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