

Year 7 Term 1 Week 9

Assessment Notification

Subject:	Digital Technologies
Task:	Thunkable App Development
Due Date:	Week 9 8:45am Tue 30 March 2021 (All classes)
Weight:	40%

Content of the Task

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

Introduction: [Introductory Video to Thunkable](#)

Tutorials: [Thunkable X Beginner Tutorials \(YouTube Playlist\)](#)

Walkthroughs: [Thunkable Walkthrough Videos](#)

Challenges: [Thunkable Challenges & Creative Task Video](#)

Creative Task: Create a game(Cookie Clicker, Coin Flipper, Binary Game or your own choice)

Requirements of the Task

Thunkable Tutorials (due by the end of Week 7)

During class, watch the [Introductory Video to Thunkable](#) and then complete the following [Thunkable X Beginner Tutorials \(YouTube Playlist\)](#)

- Beginner Tip "How to change screens with navigators"
- Tutorial #1 "Platform Overview"
- Tutorial #2 "Text-to-Speech"
- Tutorial #3 "Random Answer Generator"
- Tutorial #4 "Translator"
- Tutorial #5 "Camera and Image Recognition"
- Tutorial #6 "Scavenger Hunt App"

Thunkable Walkthroughs (due by the end of Week 8)

Watch the [Thunkable Walkthrough Videos](#), which have been published to the course website. Follow the instructions that guide you on how to create the following screens:

- Walkthrough #1 "RGB Colours" (Layout, Buttons, Labels)
- Walkthrough #2 "Compliments" (Layout, Buttons, Labels, Lists, Images, Text-to-Speech)
- Walkthrough #3 "Pokemon" (Layout, Buttons, Labels, Text Input, Decisions)

Thunkable Challenges & Creative Task (due 8:45am Tuesday Week 9)

Watch the [Thunkable Challenges & Creative Task Video](#) and complete the following screens using the skills you developed by completing the walkthroughs.

- Challenge #1 "Meme Image" (Layout, Images)
- Challenge #2 "Homework" (Layout, Buttons, Labels, Lists, Text-to-Speech)
- Challenge #3 "IT Teacher" (Layout, Buttons, Labels, Text Input, Decisions)
- Creative Task

Submission Instructions

Thunkable Booklet

In Google Classroom, you will be provided with a **Thunkable Booklet (Google Doc)**, 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, Walkthroughs, Challenges and the Creative Task**, 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		

Marking Criteria

Tick the boxes (by copying/pasting the tickbox) when you

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

Item	<input checked="" type="checkbox"/>	Mark	Total
Thunkable Tutorials (10 marks)			
Tutorial #2 "Text-to-Speech" is completed and functions correctly	<input type="checkbox"/>	2	
Tutorial #3 "Random Answer Generator" is completed and functions correctly	<input type="checkbox"/>	2	
Tutorial #4 "Translator" 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 "Scavenger Hunt App" is completed and functions correctly	<input type="checkbox"/>	2	
Thunkable Walkthroughs (10 marks)			
Walkthrough #1: 3 Buttons are created, with correct text and colours displayed	<input type="checkbox"/>	1	
Walkthrough #1: 2 Rows are created, with bottom row configured correctly	<input type="checkbox"/>	1	
Walkthrough #1: When a colour button is clicked, background changes colour	<input type="checkbox"/>	1	
Walkthrough #2: All required components are included and displayed correctly	<input type="checkbox"/>	1	
Walkthrough #2: At least 3 "meme" images have been uploaded	<input type="checkbox"/>	1	
Walkthrough #2: When "Not good/Good" is clicked, the correct random text is heard	<input type="checkbox"/>	1	
Walkthrough #2: When "Meme" is clicked, a random meme image is displayed	<input type="checkbox"/>	1	
Walkthrough #3: All required components are included and displayed correctly	<input type="checkbox"/>	1	
Walkthrough #3: When "Favourite" is clicked, the correct response is displayed	<input type="checkbox"/>	1	
Walkthrough #3: When "Submit Age" is clicked, the correct response is displayed	<input type="checkbox"/>	1	
Thunkable Challenges (10 marks)			
Challenge #1: Meme image is resized (80% width, 50% height) and displayed	<input type="checkbox"/>	1	
Challenge #1: Label font size (20) and weight (bold) and displays a (good) meme	<input type="checkbox"/>	1	
Challenge #1: Background colour has been changed	<input type="checkbox"/>	1	
Challenge #2: 2 Buttons and Rows are created, with correct text, colours and labels	<input type="checkbox"/>	1	
Challenge #2: When No/Yes is clicked, the top row's background turns red/blue	<input type="checkbox"/>	1	
Challenge #2: When No/Yes is clicked, the top row's label displays No/Yes	<input type="checkbox"/>	1	
Challenge #2: When No/Yes is clicked, the correct random text is heard	<input type="checkbox"/>	1	
Challenge #3: If statement is correctly configured (if, 3x if else, else)	<input type="checkbox"/>	1	
Challenge #3: Correct output displayed for 4 teachers	<input type="checkbox"/>	1	
Challenge #3: Correct output displayed for a non-IT teacher	<input type="checkbox"/>	1	
Thunkable Creative Task (10 marks)			
Score is displayed	<input type="checkbox"/>	1	
User is able to interact and update the score	<input type="checkbox"/>	1	
Some kind of game enhancement or upgrade is implemented	<input type="checkbox"/>	1	
Difficulty level can be selected and/or automatically increased	<input type="checkbox"/>	1	
The game is able to be played without errors or bugs	<input type="checkbox"/>	1	
Level of complexity and innovation 1-2: Minimal (e.g. Cookie Clicker) 3: Moderate (e.g. Coin Flipper) 4-5: Sophisticated (e.g. Binary Game)	<input type="checkbox"/>	5	
TOTAL		40	