Year 7 Assessment Notification

Canberra Grammar School

Subject:	**Digital Technologies**
Task:	**App Design**
Due Date:	8:45am, Tuesday 25 May 2021 (Term 2 Week 6)
Weight:	**40%**

Content of the Task

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

Requirements of the Task

Task Overview

You will be working in groups of 2 or 3 to design and implement your Thunkable prototype, 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 poster 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 and implement **3-5 screens** to cover functionality for the entire app
- Your video and poster 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
- We are assessing both the screen design (layout and navigation between screens) and the implementation of the app (blocks and processing algorithms)
- To present your screen prototypes in a digital format, it is recommended that you use MockFlow Wireframe Pro, PPT or Google Slides

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.***

- **Term 1 Week 9:** Form groups and complete *Brainstorming problems and opportunities*
- **Term 2 Week 1:** Complete *Define your problem*
- **Term 2 Week 2:** Complete *The video to pitch the app*
- **Term 2 Week 3:** Complete *Poster about the app design*
- **Term 2 Week 4:** Complete *Thunkable prototype*
- **Term 2 Week 5:** Finalising all the above sections
- **Term 2 Week 6 8:45am Tuesday:** Complete *Final submission*

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
Content (Video)	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
Communication (Video)	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
Content (Poster)	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, which is comprehensive, highly detailed, clear and concise.	/ 5
Communication (Poster)	Poor use of structure, language, visual elements and grammar. The poster lacks elements to engage readers, and is difficult to follow.	Effective use of structure, language, visual elements and grammar. The poster is presented well, and engages in a general and functional way.	Fluent use of structure, language, visual elements and grammar. The poster is appealing and highly engaging, demonstrating creative insight.	/ 5
User Experience (Poster and prototype)	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
Computational Thinking (Poster and prototype)	Processing algorithms are vague, incomplete and/or lacking in detail, providing limited evidence of computational thinking. The prototype has limited functionality and processing.	Processing algorithms are clearly explained, providing complete details on any algorithms used to solve the problem, demonstrating sound computational thinking. The prototype demonstrates sufficient functionality and processing.	Processing algorithms are complex and innovative, demonstrating a deep understanding of programming and mobile development. The prototype demonstrates advanced functionality and processing beyond topics covered in class.	/ 5
Individual Contribution / Teamwork Teacher judgement based on classroom interactions and student reflections **0-3:** Lack of involvement, inconsistent effort, poor communication, teamwork & planning, relied on others for most of the work **4-7:** Moderate involvement, consistent effort, satisfactory communication, teamwork & planning, made a fair contribution **8-10:** Demonstrated leadership and initiative, exceptional diligence and effort, exemplary communication , teamwork & planning, went above and beyond to make strong contributions each lesson				/ 10
			Total Marks (Out of 40)	

Student Outcomes

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