Year 7 Term 3 Week 10
Assessment Notification

Canberra Grammar School

Subject:	Digital Technologies
Task:	Thunkable App Development
Due Date:	Week 10 8:45am Tue 22 September 2020 (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 10)

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		
ACTDIP026	Analyse and visualise data to create information	**ACTDIP031**	Evaluate how student solutions and existing information systems meet needs
ACTDIP027	Define and decompose real-world problems	**ACTDIP032**	Plan and manage projects that create and communicate ideas collaboratively online

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

Name:

Marking Criteria:

Item	☑	Mark	Total
Thunkable Tutorials (10 marks)			
Tutorial #2 "Text-to-Speech" is completed and functions correctly		**2**	
Tutorial #3 "Random Answer Generator" is completed and functions correctly		**2**	
Tutorial #4 "Translator" is completed and functions correctly		**2**	
Tutorial #5 "Camera and Image Recognition" is completed and functions correctly		**2**	
Tutorial #6 "Scavenger Hunt App" is completed and functions correctly		**2**	
Thunkable Walkthroughs (10 marks)			
Walkthrough #1: 3 Buttons are created, with correct text and colours displayed		**1**	
Walkthrough #1: 2 Rows are created, with bottom row configured correctly		**1**	
Walkthrough #1: When a colour button is clicked, background changes colour		**1**	
Walkthrough #2: All required components are included and displayed correctly		**1**	
Walkthrough #2: At least 3 "meme" images have been uploaded		**1**	
Walkthrough #2: When "Not good/Good" is clicked, the correct random text is heard		**1**	
Walkthrough #2: When "Meme" is clicked, a random meme image is displayed		**1**	
Walkthrough #3: All required components are included and displayed correctly		**1**	
Walkthrough #3: When "Favourite" is clicked, the correct response is displayed		**1**	
Walkthrough #3: When "Submit Age" is clicked, the correct response is displayed		**1**	
Thunkable Challenges (10 marks)			
Challenge #1: Meme image is resized (80% width, 50% height) and displayed		**1**	
Challenge #1: Label font size (20) and weight (bold) and displays a (good) meme		**1**	
Challenge #1: Background colour has been changed (light blue)		**1**	
Challenge #2: 2 Buttons and rows are created, with correct text, colours and labels		**1**	
Challenge #2: When No/Yes is clicked, the top row's background turns red/blue		**1**	
Challenge #2: When No/Yes is clicked, the top row's label displays No/Yes		**1**	
Challenge #2: When No/Yes is clicked, the correct random text is heard		**1**	
Challenge #3: If statement is correctly configured (if, 3x if else, else)		**1**	
Challenge #3: Correct output displayed for 4 teachers		**1**	
Challenge #3: Correct output displayed for a non-IT teacher		**1**	
Thunkable Creative Task (10 marks)			
Score is displayed		**1**	
User is able to interact and update the score		**1**	
Some kind of game enhancement or upgrade is implemented		**1**	
Difficulty level can be selected and/or automatically increases		**1**	
The game is able to be played without errors or bugs		**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)
		5	

TOTAL		**40**	

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