**Name: Date: Excellence** **/ Merit** **/ Achieved** **/ Not Achieved**

|  |  |  |  |
| --- | --- | --- | --- |
| **Achieved: Use complex processes to develop a digital technologies outcome:** | | | |
| Using recognised and appropriate project management tools and techniques to plan the development of a digital technologies outcome | Sprint Tracking Documents  KANBAN board | Student has completed Sprint Tracking Documents.  Regular images of KANBAN board shows updates and its use in Sprint Tracking Documents. |  |
| Decomposing the digital technologies outcome into smaller components | Sprint Tracking | Sprint tracking documents show the outcome moving from a minimum viable product to a completed product in stages with new game/program/app features added over time |  |
| Trialling components of the outcome  Testing that the digital technologies outcome functions as intended | Sprint Tracking | Sprint tracking documents show regular trialling and testing of new game/program/app features.  Sprint tracking documents show testing of the game/program/app.  (Evidence for these can be from students own sprint tracking, or end of sprint discussions recorded in teacher sprint notes.) |  |
| Addressing relevant implications. | Final product | All assets have been created from scratch by the student.  Background music or images may be royalty free. This is shown and discussed.  No copyright issues exist for the assets.  The assets are appropriate for a school setting.  The assets do not insult or harm any group of people. |  |
| **Notes on Achieved:** | | | |

|  |  |  |  |
| --- | --- | --- | --- |
| **Merit: Use complex processes to develop an informed digital technologies outcome:** | | | |
| Effectively using project management tools and techniques to manage development, feedback and/or collaborative processes | Sprint tracking | Has effectively used sprints to manage the development of the game/program/app.  Has effectively used sprints to gather feedback on the game/program.  (Evidence for these can be from the students own sprint tracking, or end of sprint discussions recorded in teacher sprint notes.)  The game/program is completed in a timely manner. |  |
| Effectively trialling multiple components and/or techniques | Sprint Tracking | Sprint tracking documents show effective trials of game/program/app components and techniques.  (Evidence for this can be from students own sprint tracking, or end of sprint discussions recorded in teacher sprint notes.) |  |
| Effectively using information from testing and trialling to improve the functionality of the digital technologies outcome | Sprint Tracking | If the arcade game//program/App functions well and is of good quality this is assumed to have occurred.  Trailing and testing is captured in the sprint tracking documents.  The game/program/app can be seen to be incrementally improved in the sprint tracking documents. |  |
| **Notes on Merit:** | | | |

|  |  |  |  |
| --- | --- | --- | --- |
| **Excellence: Use complex processes to develop a refined digital technologies outcome:** | | | |
| Synthesising information gained from the planning, testing and trialling of components | Final product  Sprint Tracking | If the progression of the game/program/app can be seen in the sprint tracking,  And this progression shows testing and trialling being used,  And the final product is of high quality,  Then this has occurred. |  |
| discussing how this information led to the development of a high-quality digital technologies outcome | Final reflection | The final reflection captures how the process of Sprints, KANBAN boards and other methods led to the development of a high-quality arcade game/program/app. |  |
| **Notes on Excellence:**  The last row contains the only use of the word “discuss” within the standard. Some reflection on the process will have to be recorded. | | | |

Kia Ora ,

Ngā Mihi

Mr Lier