



YEAR 11 ICT PROGRAMMING PROJECT 'CONFIDENT KIDS'

ASSESSMENT [20 credits]

Level One Technology Achievement Standards (Version 2)

Internal - 16 Credits

- o 90046 Formulate a brief to address a given issue
- o 90045 Develop a technological solution to address a given brief
- o 90050 Present a technological solution that addresses the requirements of a brief

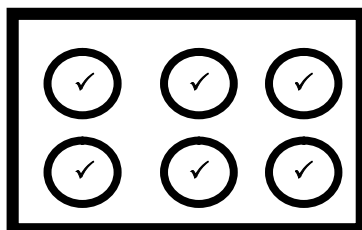
External - 4 Credits

- o 90049 Demonstrate understanding of technological knowledge

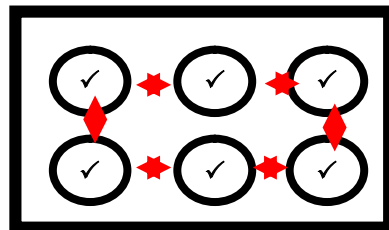
To gain an Achieved grade you are required to satisfactorily complete the basic requirements of the tasks outlined overleaf.

To gain higher grades you are expected to address all requirements of the tasks and demonstrate that you understand all the factors that influence your practice.

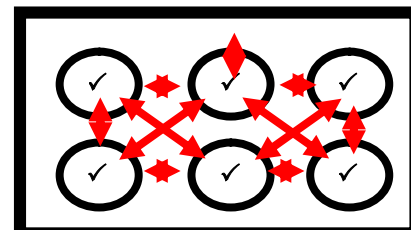
Eg: by fully considering the implications of contributing factors, giving reasons for key statements and decisions, giving evidence that justifies decisions, and including evidence of ongoing evaluation throughout your practice.



Achieved



Merit



Excellence

YEAR 11 ICT PROGRAMMING PROJECT OVERVIEW

'CONFIDENT KIDS'

ISSUE:

Well designed educational computer software ensures children enjoy learning and feel a sense of success straight away. It gives them time to work at their own pace to learn skills and knowledge to become **confident kids**.

There is a need for well designed educational software in homes and schools that meets **specific learning needs** of young people.
e.g.

- the Learning Support unit at HHS
- the ESOL, Language and ICT depts.
- younger children in your home, neighbours, whanau, friends, etc

Your challenge is to investigate young peoples' specific learning needs and plan, design, program, test and implement a computer program to meet those needs.

RESOURCES AT HOME & SCHOOL:

You will require access to:

- links with young people, their teachers and parents
- research resources
- hardware and software
- Visual Basic

EVIDENCE:

Your documentation should be evidence of the learning, thinking, creativity and design you have done in the pursuit of the problem solution:

Someone else should be able to follow your ideas and decisions, know what you are doing and why you did it.

Eg: Brainstorms, web pages, research findings, notes analysing research, storyboards, ideas, diagrams, timelines, sketches, brief, planning, photos, screen dumps, charts, images, etc.

Even ideas that don't work out!

