Years 3–4

Create:

- an interactive digital solution that is designed to drive positive change in the world by addressing one or more of the United Nations Sustainable Development Goals (SDGs); and
- b. a video explanation of your digital solution.

			Years	3–4 Criter	ia						
Design and impl with a visual progr Sustainable Deve	ram to drive	positive ch	nange in the				-		-		
Solution		e, creative c the proble	-		a solution es the prob		Solution problem	n relates t n.	o the		
	8	7	6	5	4	3	2	1	0		
Decision-making	Instances of explicit nested decision-making are used to improve the robustness of the digital solution.			decision	s of explici -making ar I the flow o lution.	e used		Decision-making used. May be implied.			
	8	7	6	5	4	3	2	1	0		
User input	used to pe experience	of user inpersonalise the and assist to input provide the second	he user it the user		s of user ir personalise erience.	•	User input collected.				
	8	7	6	5	4	3	2	1	0		
Presentation and use of digital assets	creative p of original	rovides evi resentation digital asse he user exp	and use ets to	Solution provides evidence of purposeful presentation and use of digital assets to enhance the user experience.			Solution uses digital assets.				
	8	7	6	5	4	3	2	1	0		
Explain in a 90 se or more of the Univ Video explanation		<i>ment Goal</i> Video ex	s (SDGs). plains how plution mee	/ the	e world by addressing one Video makes statements about the digital solution.						
	8	7	6	5	4	3	2	1	0		

Years 5–6

Create:

- an interactive digital solution that is designed to drive positive change in the world by addressing one or more of the United Nations Sustainable Development Goals (SDGs); and
- b. a video explanation of your digital solution.

Years 5–6 Criteria

Design and implement an educational user experience that combines **repetition**, **decision-making**, **user input** and **user interface design** using a visual program to drive positive change in the world by addressing one or more of the United Nations Sustainable Development Goals (SDGs).

Solution		e, creative plution to th			a solutior s the prob		Solution relates to the problem.			
	8	7	6	5	4	3	2	1	0	
Decision- making, user input, and repetition	making, u repetition conjunctic	of nested ser input a are used in on to create igital soluti	n n e a	decision input an used to	es of expli -making, d repetition control the al solution	user on are e flow of	Decision-making, user input or repetition used. May be implied.			
	8	7	6	5	4	3	2	1	0	
User interface design	User interface design demonstrates planning by using consistently placed elements and assisting the user to respond to input prompts.			demons	erface des trates plai onsistently s.	nning by	User interface design demonstrates planning.			
	8	7	6	5	4	3	2	1	0	
Presentation and use of digital assets	Solution provides evidence of creative presentation and use of original digital assets to enhance the user experience.			Solution provides evidence of purposeful presentation and use of digital assets to enhance the user experience.			Solution uses digital assets.			

Explain in a 90 second video how the digital solution drives positive change in the world by addressing one or more of the United Nations Sustainable Development Goals (SDGs).

Video explanation	solution n	blains how neets the ents and pr ul example	ovides	Video explains how the digital solution meets the requirements.			Video makes statements about the digital solution.			
	8	7	6	5	4	3	2	1	0	

Years 7–8

Create:

- a. an innovative digital solution that is designed to drive positive change in the world by addressing one or more of the United Nations Sustainable Development Goals (SDGs); and
- b. a video evaluation of your digital solution.

Years 7–8 Criteria										
Design and imple and user interfa Nations Sustaina	ce design to	o drive posi	tive change		•	•				
Solution	Innovative, solution to t		-		a solution f the proble		Solutic proble	n relates m.	to the	
	8	7	6	5	4	3	2	1	0	
Branching, iteration, and functions	Instances o controlled it functions au robust digita	eration and re used to c	d efficient	iteration a	s of branch and functio create a dig	Branching or iteration or functions used to create a digital solution.				
	8	7	6	5	4	3	2	1	0	
Design of user experience	Design of u demonstrat consistently and assistir navigate or digital solut	es planning placed ele ng the user interact wit	g by using ements to	demonst	f user expo rates planr nsistently p s.	Design of user experience demonstrates planning.				
	8	7	6	5	4	3	2	1	0	
Evaluate in a 90 sustainable app Nations Sustaina Video evaluation	olication that		<i>innovative and</i> e or more of the United Video makes statements about the digital solution.							
	8	7	6	5	4	3	2	1	0	

Years 9–10

Create:

- an innovative digital solution that is designed to drive positive change in the world by addressing one or more of the United Nations Sustainable Development Goals (SDGs); and
- b. a video evaluation of your digital solution.

and user interface design to drive positive change in the world by addressing one or more of the United Nations Sustainable Development Goals (SDGs).SolutionInnovative, creative or original solution to the problem.Creates a solution that adresses the problem.Solution relates to the problem.										
	8	7	6	5	4	3	2	1	0	
Modular functions and data structures	Modular functions improve efficiency of digital solution and data structures used to organise data and provide structure.			functions solution	s of modul used with or data str organise da tructure.	Functions or data structures are used.				
	8	7	6	5	4	3	2	1	0	
Design of user experience	follows sta increase us functionalit	user experie ndard conv sability by c y, aesthetic i nd accessi	entions to considering cs,	increases consideri	f user exp s usability ng function s or audie ility.	Design of user experience demonstrates planning.				
	8	7	6	5	4	3	2	1	0	
Evaluate in a 90 sustainable ent Nations Sustaina Video	e rprise that able Develop	drives posi	itive change s (SDGs).	in the wor	-	essing one c	or more		nited	

evaluation	solution, c provides n how it cou an innovat	ld be develo ive and sus that meets	ks and examples of oped into stainable	solution, provides could be innovative	aluates the considers r an example developed e or sustain e that meet ents.	statements about the digital solution.			
	8	7	6	5	4	3	2	1	0