Years 3-4

- a. an interactive digital solution that is designed to make your school a better place to teacher, learn and play; and
- b. a video explanation of your digital solution.

			Years	3-4 Criter	ia					
Design and impl with a visual prog			•				_	nd user	input	
Solution	Innovative, creative or original solution to the problem.				Creates a solution that addresses the problem.			Solution relates to the problem.		
	8	7	6	5	4	3	2	1	0	
Decision-making	decision-n	of explicit r naking are ne robustne ution.	used to	decision-	s of explicing are the flow of	e used		Decision-making used. May be implied.		
	8	7	6	5	4	3	2	1	0	
User input	Instances of user input are used to personalise the user experience and assist the user to respond to input prompts.				s of user in personalise erience.	•	User input collected.			
	8	7	6	5	4	3	2	1	0	
Presentation and use of digital assets	creative p	rovides evi resentation digital asse he user exp	and use ets to	of purpos	provides eseful prese of digital a the user ce.	entation	Solution assets.	uses diç	gital	
	8	7	6	5	4	3	2	1	0	
Explain in a 90 seplay.				ı			1			
Video explanation	solution m	lains how the neets the ents and pro all examples	ovides		plains how lution mee ents.			nakes sta ne digital	tements	
	8	7	6	5	4	3	2	1	0	

Years 5-6

- a. an interactive digital solution that is designed to make your school a better place to teacher, learn and play; and
- b. a video explanation of your digital solution.

			Years	5–6 Crit	eria					
Design and implei input and user in learn and play.			-			-		_		
Solution		e, creative olution to th			a solution that Solution relates to the problem.				the	
	8	7	6	5	4	3	2	1	0	
Decision- making, user input, and repetition	making, u repetition conjunction	of nested ser input a are used in on to create igital soluti	n d n ∋ a	decision input an used to	s of expli -making, d repetition control the	user on are e flow of	input or	Decision-making, user input or repetition used. May be implied.		
	8	7	6	5	4	3	2	1	0	
User interface design	demonstrusing con elements	face desig ates planni sistently pl and assist spond to ir	ing by aced ing the	demons	erface des trates pla nsistently 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.			evidence presenta digital as	provides e of purpo ation and essets to e experien	oseful use of nhance	Solution uses digital assets.			
	8	7	6	5	4	3	2	1	0	
Explain in a 90 seplay. Video explanation	Video exp	plains how	the digital	Video ex	plains ho	w the	Video m	o teach, lea akes state e digital sc	ments	
		ul example		roquiron	icitis.					

Years 7-8

- a. an innovative digital solution that is designed to make your school a better place to teach, learn and play; and
- b. a video evaluation of your digital solution.

			Years 7	7–8 Criteri	ia				
Design and imple and user interfa			~		•			ns, func	tions
Solution	Innovative, solution to		-		a solution to the proble		Solution	n relates m.	to the
	8	7	6	5	4	3	2	1	0
Branching, iteration, and functions	Instances of controlled in functions at robust digit	teration and re used to d	d efficient	iteration	s of branch and functic create a dig	ons are	or fund	ning or ite ctions use a digital n.	
	8	7	6	5	4	3	2	1	0
Design of user experience	Design of user exper demonstrates plannir consistently placed e and assisting the use navigate or interact widigital solution.		g by using ements to	Design of user experience demonstrates planning by using consistently placed elements.			Design of user experience demonstrates planning.		
	8	7	6	5	4	3	2	1	0
Evaluate in a 90 sustainable app		uates the did provides examples developed internal sustain that meets	gital of how it to an eable	Video evi solution a example develope or sustai	•	learn and pedigital es an ould be innovative ication	Video statem		ut the
	8	7	6	5	4	3	2	1	0

Years 9-10

- a. an innovative digital solution that is designed to make your school a better place to teach, learn and play;
- b. a video evaluation of your digital solution.

Modular functions and data structures data structures Design of user experience for in functions and data structures data data data data data data data dat	Innovative solution to 8 Modular fur efficiency odata struct data and p 8 Design of effollows stancrease u	ro make you , creative o the problem 7 Inctions imported digital so ures used to rovide struct 7 user experiendard convisability by o ty, aesthetic	r original m. 6 Prove lution and co organise cture. 6 ence rentions to considering	Creates adresses 5 Instances functions solution oused to oprovide s Design of increases considerions	a solution to the problem of the problem of modular used withing data strugganise data	hat em. 3 ar n digital actures ta or 3 erience by	Solution problem 2 Function structure 2	on relates m. 1 ons or da res are u 1 of user ence	to the
Modular functions and data structures data structures Design of user experience for in functions and data structures data data data data data data data dat	Modular fuelfficiency of data struct data and period of the follows state of the functionality of the follows of the functionality of the follows of the functionality of the fun	7 Inctions import digital sources used to provide structure. 7 User experiendard convisability by copy, aesthetic	m. 6 Drove lution and to organise cture. 6 ence rentions to considering	adresses 5 Instances functions solution or used to or provide s 5 Design or increases consideri	s the proble 4 s of modula used within or data structure. 4 f user expenses usability to	ar n digital actures ta or	Proble 2 Function structure 2 Design experies	m. 1 ons or da res are u 1 of user ence	o ta ised.
functions and data structures data structures data data data data data data data dat	Modular fur efficiency of data struct data and programmer and prog	rnctions import digital solures used to rovide structure. 7 user experiendard convisability by coty, aesthetic	orove lution and to organise cture. 6 ence rentions to considering	Instances functions solution of used to oprovide s 5 Design of increases consideri	s of modula used within or data structure. 4 f user expense usability by	ar n digital actures ta or 3	Function structured 2 Design experies	ons or da res are u	ta ised.
functions and data structures data structures data data data data data data data dat	efficiency of data struct data and p 8 Design of stollows sta ncrease uffunctionality	of digital so ures used to provide structure. 7 user experiendard convisability by copy, aesthetic	lution and to organise cture. 6 ence rentions to considering	functions solution (used to oprovide s	used withing data structure. 4 f user expense usability by	n digital actures ta or 3	2 Design	1 of user ence	ised.
experience for in fu	Design of collows standard collows standard collows in the collows	user experion and ard conversability by converse, aesthetic	ence rentions to considering	Design of increases consideri	f user expe s usability b	erience Dy	Design	of user ence	0
experience for in fu	follows sta ncrease u functionalit	ndard conv sability by c ty, aesthetic	rentions to considering	increases consideri	s usability b	ру	experie	ence	
		and access	ibility.	accessib	s or audiei ility.	-	plannir		
	8	7	6	5	4	3	2	1	0
evaluation so	Video eval solution, co	uates the donsiders ris	ur school a be	Video eva solution, provides	aluates the considers an exampl	earn and pl digital risks and e of how it	Video i statem		ut the
a e	an innovat	d be develon ive and sust that meets onts.	stainable	innovativ	developed e or sustai e that mee ents.	nable			