| Final Products – Summative Assessment components | Learning Outcomes | Checkpoints / Formative Assessments (Content areas) | Instructional Strategies / Resources |
|--|--|--|--|
| Individual evaluation of the problem and its suitability for a CS solution – refer to project documents (5) - Why is this problem worth solving? | P4.1 - Analyses a given problem in order to generate a computer-based solution | Problem Definition Report (As-Is model) – IPO, Context Diagram, DFD, Performance Requirements + Need to know Qs Research/fact-finding evidence Presentation of Problems (practice presentation skills) | Teacher model of systems documentation Brainstorm – starburst Research – interview Qs, observation, online research, indiegogo, Kickstarter 1-1 with teams Excursion |
| Individual evaluation of the process – refer to project logbooks (10) - Choose two systems modelling tools you created for the project. Evaluate one for its usefulness as for (a) developers and (b) the other, for users | P4.2 - Investigates a structured approach in the design and implementation of a s/w solution | Solutions Design (To-Be models) Documentation for Developers Documentation for Users IPO, Context Diagram, DFD, UI storyboard, structure charts, algorithms including desk checking, data dictionaries, test data and expected output, | Teacher model of systems documentation SWOT Analysis technique Social issues in UI – evaluate Grok Learning (ergonomics and inclusivity – check 8.1.1) 1-1 with teams 1-1 with role experts esp Analysts |
| Individual evaluation of techniques and how it contributed to timely submission of products of satisfactory quality. (10) - Choose two project management techniques that helped the team as (a) whole and (b) you personally | P5.1 - Uses and justifies the need for appropriate project management techniques | Project Management Plan Gantt chart (schedule + dependencies), Scope, Resource requirements Project Logbooks (electronic) File management (systems documentation strategy, backup and version control strategy) Identification of suitable development approach Communication plan Issue/Risk Management | Teacher model of creating Gantt charts – outline milestones Skills Gap analysis – link to Need to know Qs (check 8.1.1) Teach agile approaches to s/w development 1-1 with teams 1-1 with role experts esp Project Manager |

Is your software design worth developing?

| Team presentation – detailed and | P6.2 - Communicates with | VC Presentation | Checkpoint Log (2 checkpoint times) |
|---|--|---|-------------------------------------|
| persuasive(make me want to invest in development – problem is worth solving and solution is viable) (8) | appropriate personnel throughout the s/w dev process | Problem, options, recommendation, justification | Pecha-Kucha? TED style? |
| (2) timely completion of products at Checkpoint times | | | |

Project Calendar

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| νv | | k 1 | (5) |

- 1 Introduce task; brainstorm ideas on problems
- 2 Teach Project Management Plan + Fact-Finding
- 3 Problem Definition

Week 3 (6)

- 1 Excursion- Problem Definition
- 2 Class presentation: Problems (Checkpoint 1)
- 3 Teach Social issues inform UI design
- 4 <u>TED: Remix</u> + Solutions Design

Week 4 (7)

- 1 Solutions Design; team meeting on s/w approaches
- 2 Solutions Design + SWOT Analysis
- 3 Recommendation + Project Schedule for Implementation + Presentation Outline (Checkpoint 2)

Week 5 (8)

- 1 Public Holiday
- 2 Finalise
- 3 Presentation
- 4 R&R