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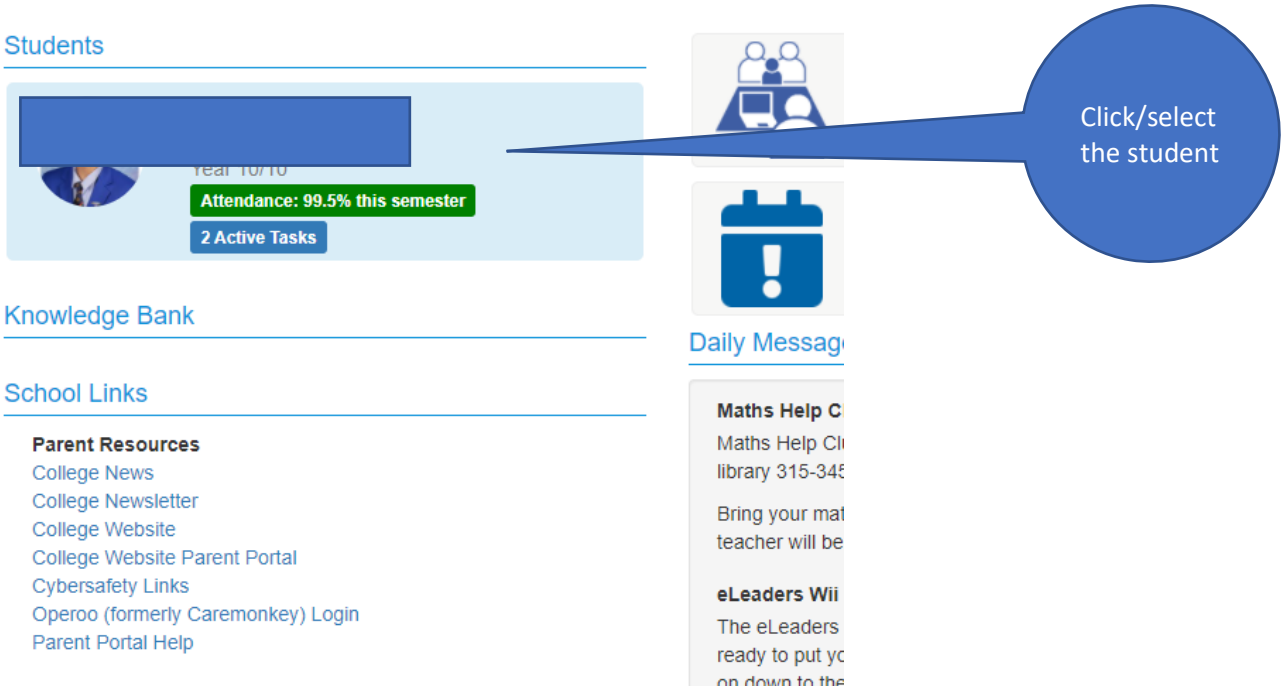
PAM

Parent view of feedback – in PAM

Feedback via “Learning Areas” – Parents have access to this as soon as tasks are made available to staff and students. You can also view the full rubrics of assessment tasks in this section of PAM.



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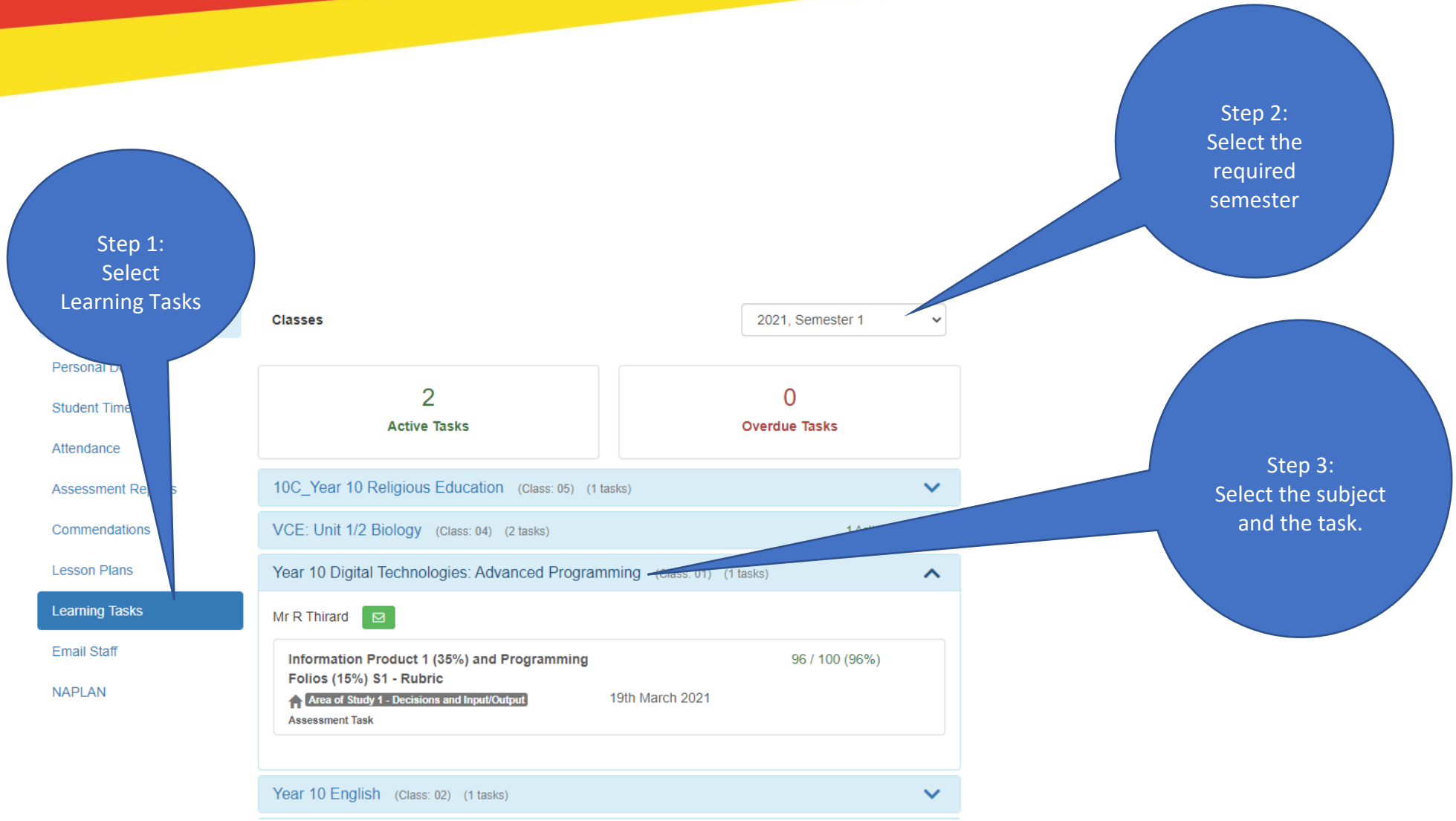

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Information Product 1 (35%) and Programming Folios (15%) S1 - Rubric

Area of Study 1 - Decisions and Input/Output

Formal Assessment | Finish at Home

8 Mar	Start
19 Mar	Due
19 Mar	End
23 Mar	Submitted by Renato Thirard

96 / 100 (96%)

Assessment Result

Marking Rubric

Criteria	Result
1. Prompt and read user input	
2. Validate user input	
3. Creating and naming variables	
4. Uses sequencing	
5. Uses branching	

Open Full Rubric

Feedback

Marked by Renato Thirard, an hour ago

Step 1: Click/select "Marking Rubric "to view the Criteria.

Step 2: Click/select "Open Full Rubric "to view the full rubric.

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Note: If you are using your mobile device, you will have to swipe left to right to view the rubrics.

Marking Rubric

	Not Shown				
1. Prompt and read user input	Not Shown	1.1 - Uses prompts that tells the user that the program is asking for input. For example, Input?		1.2 - Uses user friendly messages that tells (or prompts) the user that the program is asking for input For example, Enter your username	
2. Validate user input	Not Shown	2.1 - Uses built in program objects such as radio buttons or drop down list to restrict errors in data input		2.2 - Uses program codes to check for correct data types and blank user input	2.3 - Uses program codes to ensure all user input are in the correct format.
3. Creating and naming variables	Not Shown	3.1 - Create variables to store data.	3.2 - Creates variables to store some data with clear descriptive names.	3.3 - Consistently creates variables to store data with clear descriptive names.	
4. Uses sequencing	Not Shown	4.1 - Uses a set of step-by-step instructions in an attempt to solve a problem.		4.2 - Uses a set of step-by-step instructions to successfully solve a problem.	4.3 - Uses a set of instructions to solve a problem in the least possible steps to produce an efficient and effective solution. They may incorporate subroutines into their solutions.
5. Uses branching	Not Shown	5.1 - Uses if statements to make decisions if a condition is true. For example , if answer = 'Yes'	5.2 - Uses if statements to make decisions with two options. For example , if / then / else	5.3 - Uses if and/or nested if statements to make decisions with many options. For example, if /condA AND condB then / else	5.4 - Uses Case statements statements to make decisions with many options. For example, Case Answer: Y: Go to home N: Ask another question

Close