PAM

Parent view of feedback – in PAM

Assessment tasks are now available to teachers, students and parents (via PAM)
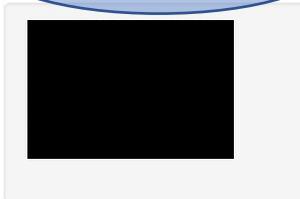
St Bede's College

Year 10 Business: Economics (5 tasks)		3 Active ∨

Year 10 Digital Technologies: Advanced Programming (5 tasks)		2 Active ∧

Mr R Thirard ✉

Information Product 1 (20%) Area of Study 1 - Decisions and Input/Output Assessment Task	18th March 2019	73 / 100 (73%)
Information Product 1 - Rubric Area of Study 1 - Decisions and Input/Output Assessment Task	18th March 2019	Complete
Programming Folios (10%)		65 / 100 (65%)

Information Product 1 (20%)
Area of Study 1 - Decisions and Input/Output

Formal Assessment   Modified

15 Feb	Start
7 Mar	Submitted by Renato Thirard
18 Mar	Due
18 Mar	End

73 / 100 (73%)	**Feedback** Marked by Renato Thirard, 28 minutes ago

St Bede's
College

Year 10 Business: Economics (5 tasks)　　　3 Active

Year 10 Digital Technologies: Advanced Programming (5 tasks)　　　2 Active

Mr R Thirard ✉

Information Product 1 (20%)
Area of Study 1 - Decisions and Input/Output
Assessment Task
18th March 2019　　　73 / 100 (73%)

Information Product 1 - Rubric
Area of Study 1 - Decisions and Input/Output
Assessment Task
18th March 2019　　　Complete

Programming Folios (10%)
65 / 100 (65%)

Information Product 1 - Rubric
Area of Study 1 - Decisions and Input/Output
Formal Assessment

Test message

15 Feb	Start
18 Mar	Due
18 Mar	End
20 Mar	Submitted by Renato Thirard

Complete

Assessment Result

Marking Rubric ⌄

Feedback
Marked by Renato Thirard, 19 hours ago
11/15

Close

Information Product 1 - Rubric
Area of Study 1 - Decisions and Input/Output
Formal Assessment

Test message

15 Feb	Start
18 Mar	Due
18 Mar	End
20 Mar	Submitted by Renato Thirard

Complete

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, 19 hours ago
11/15

Marking Rubric

Not Shown

	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