

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.



Learning Areas

Classes

19
Active Tasks


0
Overdue Tasks

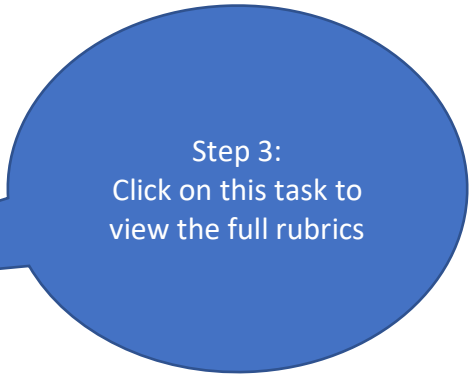
Year 10 Business: Economics (5 tasks)	3 Active	▼
Year 10 Digital Technologies: Advanced Programming (5 tasks)	2 Active	▼
Year 10 English (7 tasks)	3 Active	▼
Year 10 Geography (4 tasks)	2 Active	▼
Year 10 Mathematics (Core) (6 tasks)	3 Active	▼
Year 10 Religious Education (4 tasks)	3 Active	▼
Year 10 Science: Biology & Environmental Science (6 tasks)	3 Active	▼

Step 2:
Change to 2019,
Semester 1

Step 1:
Select Learning
Areas



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



Step 3:
Click on this task to
view the full rubrics



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

Step 4:
Click on this button
to view the criteria

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

Step 5:
Click on this button
to open the full
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

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

Close