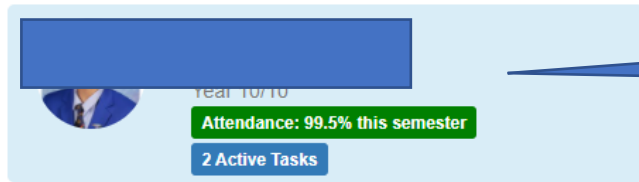


Parent view of feedback – in PAM

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.

Students



Year 10/10
Attendance: 99.5% this semester
2 Active Tasks



Click/select
the student



Knowledge Bank

School Links

Parent Resources

- [College News](#)
- [College Newsletter](#)
- [College Website](#)
- [College Website Parent Portal](#)
- [Cybersafety Links](#)
- [Operoo \(formerly Caremonkey\) Login](#)
- [Parent Portal Help](#)

Daily Message

Maths Help C

Maths Help Cl
library 315-345

Bring your mat
teacher will be

eLeaders Wii

The eLeaders
ready to put yc
on down to the





Step 1: Select Learning Tasks

- Personal D
- Student Time
- Attendance
- Assessment Reports
- Commendations
- Lesson Plans
- Learning Tasks**
- Email Staff
- NAPLAN

Classes

2021, Semester 1

2 Active Tasks

0 Overdue Tasks

10C_Year 10 Religious Education (Class: 05) (1 tasks)

VCE: Unit 1/2 Biology (Class: 04) (2 tasks)

Year 10 Digital Technologies: Advanced Programming (Class: 01) (1 tasks)

Mr R Thirard

Information Product 1 (35%) and Programming Folios (15%) S1 - Rubric 96 / 100 (96%)

Area of Study 1 - Decisions and Input/Output 19th March 2021

Assessment Task

Year 10 English (Class: 02) (1 tasks)

Step 2: Select the required semester

Step 3: Select the subject and the task.



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 on 19 Mar 2020

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

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



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