

YEAR 4, 5 & 6 RUBRIC Victorian Games and Apps Challenge		0	1	2	3
<b>Relevance of the Problem</b>	<p>Define problems in terms of data and functional requirements, drawing on previously solved problems to identify similarities (VCDTCD030)</p> <p>Critique needs or opportunities for designing, and investigate materials, components, tools, equipment and processes to achieve intended designed solutions (VCDSCD038)</p> <p>Develop project plans that include consideration of resources when making designed solutions (VCDSCD042)</p>	The problem is defined, little or no necessary factors are expressed as data and several functional requirements are identified. Any previous experiences and their similarities to the current problem are listed. Design ideas are effectively communicated, and a willingness to experiment with new materials, components and tools is apparent. Very basic or no planning is provided which indicates a consideration of the time available in the form of a timeline, as well as any equipment and software which is required.	The problem is defined, more than one necessary factors are expressed as data and several functional requirements are identified. Any previous experiences and their similarities to the current problem are listed. Design ideas are effectively communicated, and a willingness to experiment with new materials, components and tools is apparent. Some planning is provided which indicates a consideration of the time available in the form of a timeline, as well as any equipment and software which is required.	The problem is defined, several necessary factors are expressed as data and some functional requirements are identified. Any previous experiences are listed and their similarities to the current problem explained. Design ideas are effectively and clearly communicated, and a willingness to experiment with new materials, components and tools is evident. Adequate planning is provided which indicates a consideration of the time available in the form of a timeline, as well as any equipment and software which is required.	The problem is clearly defined, all necessary factors are expressed as data and the functional requirements are identified. Any previous experiences are detailed and their similarities to the current problem explained. Sophisticated design ideas are effectively and clearly communicated, and a willingness to experiment with new materials, components and tools is evident. Detailed planning is provided which indicates a consideration of the time available in the form of a timeline, as well as any equipment and software which is required.
<b>Implementation of the Idea</b>	<p>Design a user interface for a digital system, generating and considering alternative design ideas (VCDTCD031)</p> <p>Apply safe procedures when using a variety of materials, components, tools, equipment and techniques to produce designed solutions (VCDSCD040)</p> <p>Create and display art work considering how ideas can be expressed to an audience (VCAVAP031)</p>	A few different designs for a digital user interface are included. A small degree of willingness to experiment with designs is evident. No range in materials, techniques and tools to develop these design ideas have been employed.	Some different designs for a digital user interface are included with several accompanying evaluations. A degree of willingness to experiment with designs is evident. A limited range of different materials, techniques and tools to develop these design ideas have been employed safely.	An adequate range of different designs for a digital user interface are included with some accompanying evaluations. A willingness to experiment with designs is evident. A good range of different materials, techniques and tools to develop these design ideas have been employed safely.	Different annotated designs for a digital user interface are included with evaluations of each. A willingness to experiment with designs is evident. A large range of different materials, techniques and tools to develop these design ideas have been employed safely.
<b>Algorithms</b>	<p>Design, modify and follow simple algorithms represented diagrammatically and in English, involving sequences of steps, branching, and iteration (VCDTCD032)</p> <p>Generate, develop, communicate and document design ideas and processes for audiences using appropriate technical terms and graphical representation techniques (VCDSCD039)</p>	Few simple algorithms are expressed visually and accompanied by some explanations of their functions in plain English. The algorithms include a limited sequences of steps, small branching paths and iteration, and little correct technical language is used.	Some simple algorithms are expressed visually, accompanied by some explanations of their functions in plain English. These algorithms include sequences of steps, small branching paths and iteration, and some correct technical language is used.	Most simple algorithms are expressed visually and clearly, accompanied by explanations of their functions in plain English. These algorithms include sensible sequences of steps, branching paths and iteration, and mainly the correct technical language is used.	All algorithms are expressed visually and clearly, accompanied by explanations of their functions in plain English. These algorithms include sensible sequences of steps, branching paths and iteration, and correct technical language is used in all cases.
<b>Programming and Coding</b>	Develop digital solutions as simple visual programs (VCDTCD033)	The solution to the problem is presented in the form of a simplistic and rudimentary visual digital app or video game.	The solution to the problem is presented in the form of a visual digital app or video game to an acceptable standard.	The solution to the problem is presented in the form of a visual digital app or video game to a high standard.	The solution to the problem is presented in the form of a visual digital app or video game to a very high standard.
<b>The Evaluation</b>	<p>Explain how student-developed solutions and existing information systems meet current and future community and sustainability needs (VCDTCD034)</p> <p>Negotiate criteria for success that include consideration of environmental and social sustainability to evaluate design ideas, processes and solutions (VCDSCD041)</p>	The self-reflection includes an evaluation of performance and how effective the solution to the problem has been. Little consideration of current and future community and sustainability needs is included.	The self-reflection includes one or two criteria to evaluate performance and how effective the solution to the problem has been. Some consideration of current and future community and sustainability needs is included.	The self-reflection includes some criteria to evaluate performance and how effective the solution to the problem has been. Consideration of current and future community and sustainability needs is evident.	The self-reflection includes clear and numerous criteria to evaluate performance and how effective the solution to the problem has been. Extensive consideration of current and future community and sustainability needs is evident and concise.
<b>Ethical Decision Making and Actions</b>	<p>Explore the significance of 'means versus ends' by considering two ways to act when presented with a problem: one that privileges means and one ends (VCECD012)</p> <p>Discuss the role and significance of conscience and reasoning in ethical decision-making (VCECD013)</p>	Limited discussion regarding ethical obligations inherent to the significance of 'means versus ends' is included. The solution includes few different outcomes that may arise when privileging means over ends and vice versa. Little or no discussion of conscience and reasoning with regards to ethical decision-making is included.	Some discussion regarding ethical obligations inherent to the significance of 'means versus ends' is included. The solution includes some different outcomes that may arise when privileging means over ends and vice versa. A simple discussion of conscience and reasoning with regards to ethical decision-making is included.	Some discussion regarding ethical obligations inherent to the significance of 'means versus ends' is included. The solution includes the different outcomes that may arise when privileging means over ends and vice versa. A discussion of conscience and reasoning with regards to ethical decision-making is evident.	Evidence of discussion regarding ethical obligations inherent to the significance of 'means versus ends' is included. The solution includes the different outcomes that may arise when privileging means over ends and vice versa. A satisfactory discussion of conscience and reasoning with regards to ethical decision-making is evident.

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Documentation	<p>To what extent has the OneNote Design Portfolio been completed by the group or student?</p> <p>How well has the product been communicated through the OneNote Design Portfolio?</p>	The template wasn't used at all.	Parts of the template were used, using a small range of the application features to communicate the pitch for the prototype.	Most of the template was used, using a large number of the application features to communicate the pitch for the prototype.	The One Note Design Portfolio was used creatively and all aspects were completed in full to provide an effective and well communicated pitch for the prototype.
X Factor – Fun?!	<p>How appealing is the design, look and feel of the prototype?</p> <p>Is it fun and engaging to play?</p>	<p>The prototype lacks dynamism. No evidence of unexpected, surprise or fun elements. Work on individual style or core identity required.</p> <p>Includes only non-original, or very basic level original graphics. Chosen graphics do not add to the user experience.</p>	<p>The prototype is satisfactory and basically fun. It drives a light desire for replaying or playing further. Further development of the core individual style or core identity recommended.</p> <p>Includes some original graphics. or utilised stock graphics well.</p>	<p>The prototype is well developed and fun. Demonstrates a well developed understanding of core play values. Enjoyable game play.</p> <p>Includes well developed original graphics which fit well with the overarching game experience.</p>	<p>Comprehensively captures attention and actively engages. The prototype is engaging (fun) and increases in difficulty appropriately, encouraging the players to continue in order to overcome challenges. Highly enjoyable to play.</p> <p>Includes high quality original graphics which heighten the user experience. The graphics demonstrate an enhanced understanding of the role and possibilities of graphics.</p>