Year 8 Computer Science Mobile App Development Knowledge Organiser

Key Word	Definition
Decomposition	Breaking complex problems down into smaller, more manageable ones.
Mobile	Relating to mobile phones, handheld computers, and similar technology.
Properties	The settings of an object on a computer.
App	Short for application - a software program that's designed to perform a specific function directly for the user.
Event-Driven Programming	Where the flow of the program is controlled by events.
Variable	A value that can change, depending on conditions or on information passed to the program.
Sequence	The order that commands are executed by a computer.
Workspace	The white area on the right side of Code. org's online learning system where you drag and drop commands to build your program.
Ids	Used for referencing the text label in event handlers or other UI element modification functions.
Parameters	Allow a program to specify the details of how a function works when it is called, rather than when the program is defined.
Object Properties	Control things like the object's size, rotation, and position.
Object Ids	Used for referencing the object in event handlers or other UI element modification functions.
Error	Any issue that arises unexpectedly that cause a computer to not function properly.
Event Handler	A monitor for a specific event or action on a computer.
Input	The information computers get from users, devices, or other computers.
Checkbox	A small box in which to place a check mark to make a selection.

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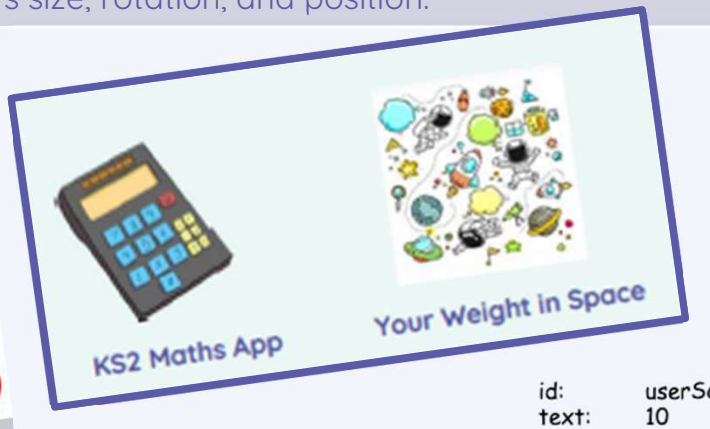

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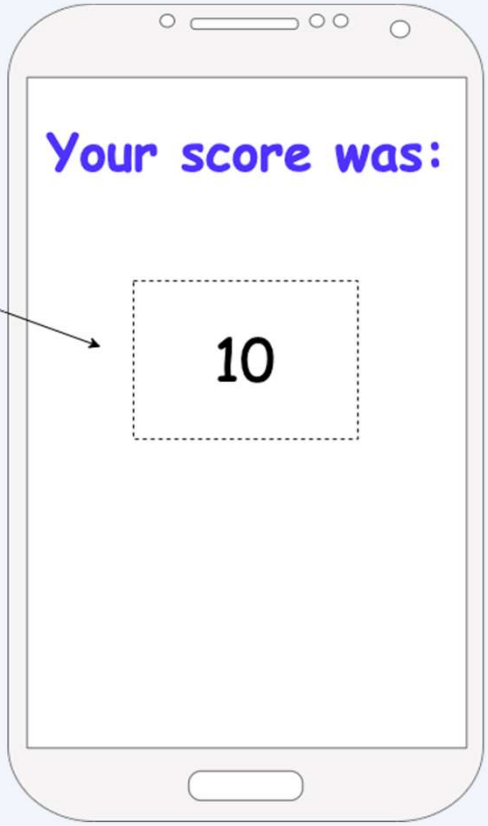
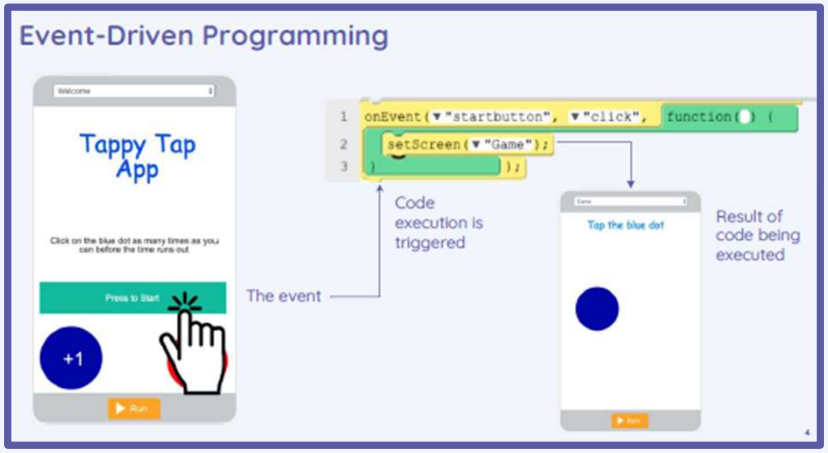
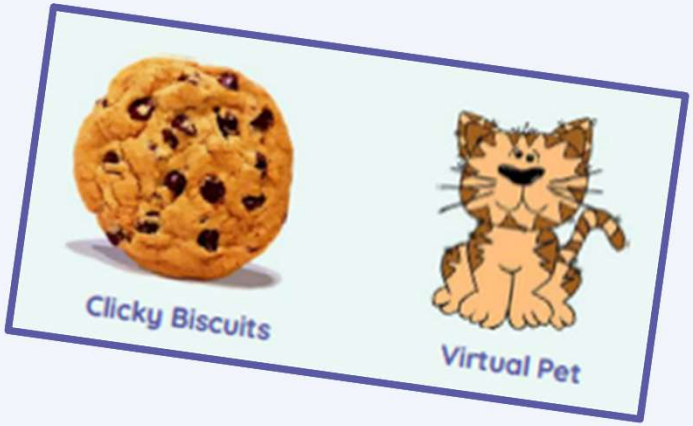
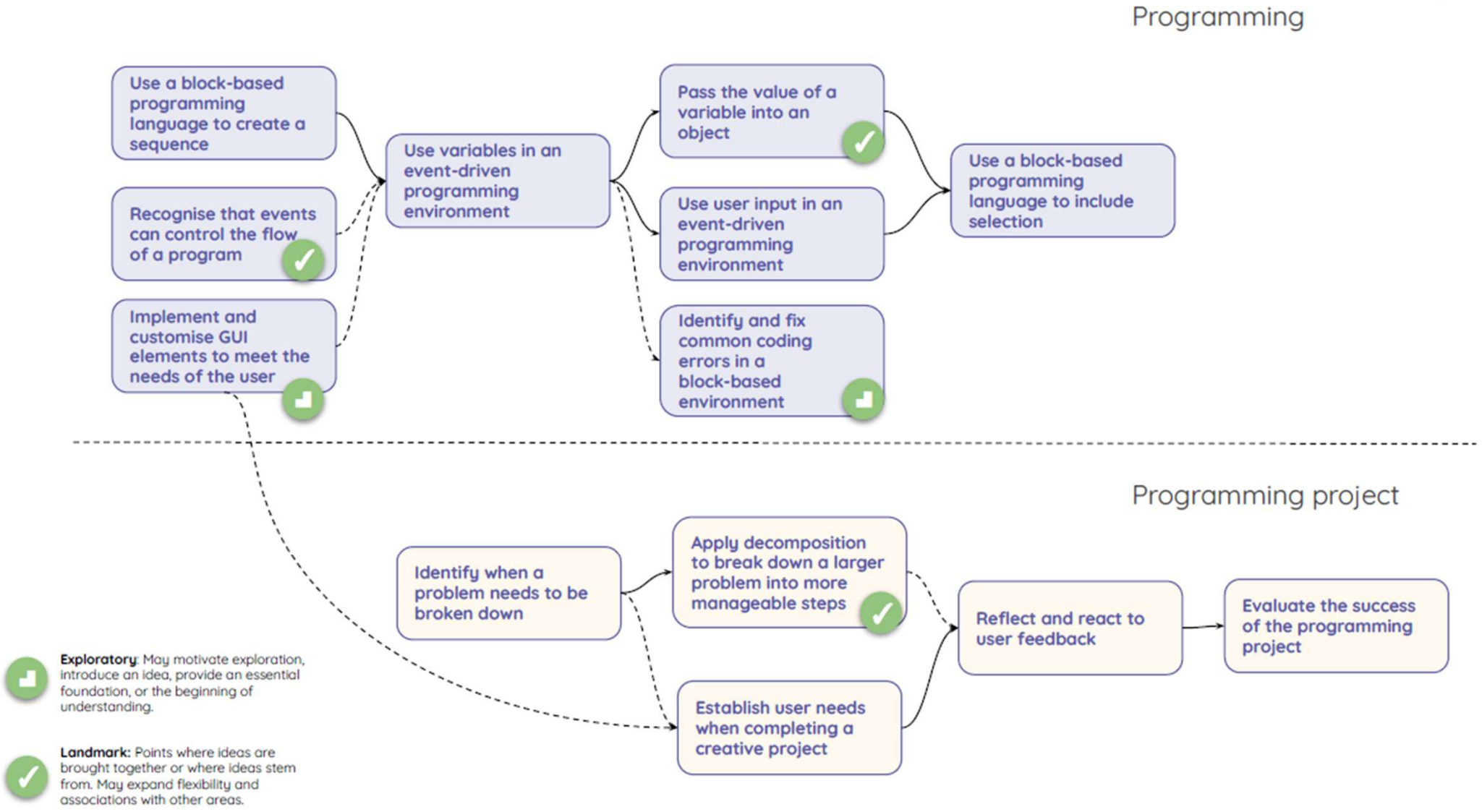






Assessment Rubric

	Emerging [1-3]	Expected [4-7]	Exceeding [8-10]	Score
Success Criteria	☐ Has added at least one extra measurable success criterion to the list.	☐ Has added success criteria to the list, most of which are relevant and measurable. Some criteria are subjective.	☐ Has added success criteria to the list, all of which are relevant and measurable.	
Screen Designs	☐ Basic outline of what is to be included on each screen. Little to no annotation	☐ Appropriate screen designs provided, both of which act as a guide to style and layout.	☐ Screen designs provided that are fully annotated to provide clear guidance on style, positions, ids, and any linked events.	
Decomposition	☐ Has attempted to decompose the problem into more manageable steps. ☐ Decomposition is partially helpful, but could be broken down further to help support the creation of the app.	☐ Has fully decomposed the problem into sensible steps. ☐ Has partially decomposed each step further, which will provide some guidance to tackle each step.	☐ Has attempted to decompose the problem into more manageable steps. Has fully decomposed the problem into sensible steps. ☐ Has decomposed each step further into sensible, manageable steps.	
App Development	☐ App is partially functional and only meets some of the success criteria. ☐ Has successfully used an event handler to perform an action triggered by the user.	☐ App is mostly functional and meets most of the success criteria. ☐ Has successfully implemented: ○ Event handling ○ Variables ○ Selection	☐ App is fully functional and meets all of the success criteria. ☐ Has successfully implemented and extended the project to include: ○ Event handling ○ Variables ○ Selection ○ Iteration	
			Total Score:	

Programming
Learnt why decomposition is important and how to apply it
Added functionality to the objects the user interacts with on the screen
Identified and resolved common errors
Passed the value of a variable into a label
Learned how to handle user input
Used sequence, selection, user input and variables in a block-based language
You programmed an app!!
Design and Development
Designed the welcome screen and customised the properties
Identified and resolved common errors
Chose a project to create and developed success criteria
Used decomposition to break down the task of building the app
Reflected and reacted to user feedback
Evaluated the success of your app

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