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INFORMATION TECHNOLOGY

GUIDELINES FOR PRACTICAL ASSESSMENT TASKS

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These guidelines consist of 39 pages.

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	ACRONYMS	
CAPS	Curriculum and Assessment Policy Statement	
FET	Further Education and Training	
NCS	National Curriculum Statement	
NSC	National Senior Certificate	
PAT	Practical Assessment Task	
POA	Programme of Assessment	
SBA	School-based Assessment	

1. INTRODUCTION

The 16 Curriculum and Assessment Policy Statement subjects which contain a practical component all include a practical assessment task (PAT). These subjects are:

- **AGRICULTURE:** Agricultural Management Practices, Agricultural Technology
- **ARTS:** Dance Studies, Design, Dramatic Arts, Music, Visual Arts
- **SCIENCES:** Computer Applications Technology, Information Technology
- **SERVICES:** Consumer Studies, Hospitality Studies, Tourism
- **TECHNOLOGY:** Civil Technology, Electrical Technology, Mechanical Technology and Engineering Graphics and Design

A practical assessment task (PAT) mark is a compulsory component of the final promotion mark for all candidates offering subjects that have a practical component and counts 25% (100 marks) of the end-of-year examination mark. The PAT is implemented across the first three terms of the school year. This is broken down into different phases or a series of smaller activities that make up the PAT. The PAT allows for learners to be assessed on a regular basis during the school year and it also allows for the assessment of skills that cannot be assessed in a written format, e.g. test or examination. It is therefore important that schools ensure that all learners complete the practical assessment tasks within the stipulated period to ensure that learners are resulted at the end of the school year. The planning and execution of the PAT differs from subject to subject.

2. TEACHER GUIDELINES

2.1 Ideas and approaches for guiding learners

What are the learners required to do and provide?

The learner is required, with appropriate supervision, to:

- Choose an area of interest within the topic/scenario provided
- Formulate a focus question that can be investigated/researched
- Plan, research and carry out the project
- Deliver a report to a specified audience
- Provide evidence of all stages of the project for assessment

How will learners go about it?

The learner will:

- Plan and complete an individual project, applying a range of programming and software engineering skills and strategies to meet the objectives as set out by the PAT requirements
- Identify questions to ask
- Obtain, critically select and use selected information from a range of sources, process and analyse data, apply it relevantly and demonstrate understanding of appropriate linkages, connections and complexities of the topic and focus question
- Select and use a range of skills, including design tools, algorithms, solve problems, take decisions critically, creatively and flexibly, to produce a software solution
- Evaluate outcomes both in relation to PAT requirements and own learning and performance
- Use appropriate communication skills and media to present evidence in appropriate format

Skills required

The learner must be able to:

- Do research on the topic and document research findings properly, including citations as specified in the Phase 1 marking grid
- Do a complete user requirement analysis which includes a complete description of the role, activities, requirements and limitations of at least three different users of the planned system
- Bring together information to suit content and purpose
- Apply decision-making and problem-solving skills
- Extend planning, research, critical thinking, analysis, synthesis, evaluation and presentation skills

- Develop confidence in applying the content, programming and software engineering principles and techniques they have studied
- Develop and apply skills creatively, demonstrating initiative and enterprise
- Seek advice and support when needed

What must the learner be taught beforehand?

The taught elements include:

- Application software and ICT skills that will enhance the production of the report and the development of the project covering research, analysis and execution
- Solution development content and skills including the ability to define a task
- Project management skills including time, resource and task management
- The format and structure of accepted forms of research report to include abstract, introduction, discussion with all sources cited, conclusion, references

2.2 Malpractice

Learners may not:

- Get help/guidance from others without acknowledgment (complete **Addendum C** for EACH phase)
- Allow others to do the programming code for their project
- Submit work which is not their own
- Lend work to other learners
- Allow other learners access to, or the use of, their own independently-sourced source material (this does not mean that candidates may not lend their books to other candidates, but candidates should be prevented from plagiarising other learners' research)
- Include work copied directly from books, the Internet or other sources without acknowledgement and attribution
- Submit work typed or word-processed by another person

These actions constitute malpractice, for which a penalty will be applied.

If malpractice is identified, the assessment authorities must be notified and details of any work which is not the learner's own must be recorded.

2.3 Learner authentication of the PAT

For each phase, learners complete a declaration (**Addendum C**) for the work done during that specific phase. All substantive advice/help given to the learners should be recorded as part of the phase documents.

After completing the PAT, learners have to sign the declaration of authenticity (**Addendum D**) to confirm that the work submitted is their own.

2.4 Role of the teacher

The teacher will teach the information management content, skills and strategies prior to the project.

The teacher will:

- Manage the project and supervise the learners
- Conduct an initial planning review to discuss the topic/scenario, requirements, objectives and development of the project
- Agree on the focus question (learners should record the guidance given as part of the Phase 1 document (**Addendum B**), e.g. where appropriate, record their own initial question with clear evidence of the guidance and the final question)
- Give regular feedback to learners, e.g. to formulate a focus question that is suitable and manageable
- Assess the work of the learners at the end of each phase using the standardised assessment tool and record feedback given
- Endorse each learner's assessment by signing the assessment tools for each phase including the final declaration that the evidence submitted for assessment is the unaided work of the learner
- Confirm their evaluation based on continuous observation and feedback as well as a debriefing session (interview) to provide a final judgement regarding independent work, insight and problem-solving
- Make the assessment of the work of the learners following any standardising and internal moderation procedures required

The teacher will assess the potential project (task definition and scope) against the following checklist:

- Is the focus area suitable for the project?
- Does the focus question allow the learner to investigate and access the higher-level concepts and skills in the assessment objectives, i.e. plan, research, analyse, evaluate and explain, rather than simply describe and narrate?
- Are the focus question and proposed action clear and focused on an issue which can be managed within the timescale and available resources?
- Do the focus question and proposed action indicate that the learner will be capable of investigating and researching the topic and carrying out the task independently and within appropriate ethical or methodological guidelines?
- Is the learner likely to face difficulties in understanding the task and issues associated with the focus question?

The teacher will authenticate the PAT:

- The teacher must confirm on the assessment tool that the work assessed is solely that of the learner concerned and that it was conducted under supervised/controlled conditions.
- The teacher must sign the assessment tool of each phase.

2.5 Supervised/Controlled conditions

The PAT must be managed in such a manner as to be able to confirm that the work assessed is solely that of the learner concerned.

2.6 Managing the PAT

The teacher must plan his/her work schedule according to the time allocated for the PAT in the IT CAPS (teaching plan for Grade 12).

There are different possible approaches to managing the PAT:

Option 1:

- The teacher could dedicate a portion of the time on a weekly basis to the PAT while simultaneously continuing with normal teaching to complete the Grade 12 curriculum in the rest of the week.
- If he/she chooses this option, he/she should start with the PAT process towards the end of the first term, completing one phase per term.

Option 2:

- The teacher could dedicate a continuous period of time to the PAT, e.g. the last week(s) of each term, also completing one phase per term.

2.7 Assessment evidence

Evidence presented for assessment must show how the individual learner has met the assessment objectives and criteria and include the planning, feedback and progress of the project.

The evidence for assessment will include the following:

- The project product including a written report of approximately 1 600 words (content only, excluding cover page, table of contents, references, graphics), design documents, final program (fully documented) and other evidence (for each phase)
- The completed learner assessment tool (for each phase)

2.8 Interview

Guidelines for the evaluation of the project:

- Schedule dates and times for demonstrations – allow about 15 minutes per project.
- Take in all the documentation before the demonstration takes place – at least one week in advance – and evaluate the documentation before the demonstration session.
- Learners should demonstrate their projects electronically on the computer.

- During the demonstration session, learners should execute test procedures to show that the entire program is working correctly.
- Use the mark sheet for Phase 3 as a guideline and allocate marks accordingly during the demonstration.
- As part of the evaluation, identify random pieces of programming code in the project and ask the learner to explain the purpose and working of the randomly selected code. This is done to ensure that the learner did the coding himself or herself. A similar type of procedure will be followed during moderation. If a learner cannot explain the code used in the project, a mark of zero should be awarded for the project.
- Make sure that the learner hands in the electronic copy of the project that was demonstrated. Use this copy to allocate any outstanding marks in order to finalise the mark.

2.9 Requirements

(National Protocol for Assessment Grades R–12, Chapter 3)

Practical Assessment Task components must:

- Comprise assessment tasks that constitute the learners' PAT mark as contemplated in Chapter 4 of the Curriculum and Assessment Policy Statement for IT
- Include a mark awarded for each assessment task (phase) and a consolidated mark
- Be guided by assessment components as specified in Chapter 4 of the Curriculum and Assessment Policy Statement for IT
- Be available for monitoring and moderation
- Be evaluated, checked and authenticated by the teacher before being presented as the learner's evidence of performance

2.10 Non-compliance

(National Protocol for Assessment Grades R–12, Chapter 3)

The absence of a PAT mark in IT, without a valid reason, will result in the learner not being resulted.

The learner will be given three weeks before the commencement of the final end-of-year examination to submit outstanding work or present himself or herself for the PAT. Should the learner fail to fulfil the outstanding PAT requirements, such a learner will be awarded a zero ('0') for the PAT component of IT.

In the event of a learner not complying with the requirements of the PAT, but where a valid reason is provided:

- He or she may be granted another opportunity to be assessed in the assigned tasks, based on a decision by the head of the assessment body.
- The learner must, within three weeks before the commencement of the final end-of-year examination, submit outstanding work or present himself or herself for the PAT.

Should the learner fail to fulfil the outstanding PAT requirements, the mark for the PAT component will be omitted and the final mark will be adjusted for promotion purposes in terms of the completed tasks.

Valid reasons in this context include the following:

- Illness, supported by a valid medical certificate, issued by a registered medical practitioner
- Humanitarian reasons, which includes the death of an immediate family member, supported by a death certificate
- The learner appearing in a court hearing, which must be supported by written evidence
- Any other reason as may be accepted as valid by the head of the assessment body or his/her representative

Where valid reasons are provided, the evidence of such valid reasons must be included with the evidence of learner performance.

3. LEARNER GUIDELINES

3.1 What is the PAT?

The Practical Assessment Task (PAT) is a software development project in which you will have the opportunity to demonstrate your software development and programming skills.

The purpose of the PAT is:

- To work extensively with content knowledge to improve your programming and organisational skills
- To implement higher-order and critical thinking skills, formulate strategies and to solve problems on different levels
- To develop good working practices to prepare you for the real world, such as
 - Time management
 - Thorough research and planning
 - Perseverance to achieve and to excel in what you set out in your plan
 - Presentation and marketing of your product

You will need to demonstrate knowledge and understanding of the software development lifecycle through analysis, design, coding and testing of your project. You will have to show effective use of the software design tools and techniques which you have studied.

In order to achieve optimistic and positive results for your final product, you would have to:

- Provide a comprehensive and methodical report that clearly outlines the research and investigation done on the purpose and scope of the project
- Provide a possible solution for the task that was identified
- Provide a suggested design of what the product will look like

The PAT is divided into THREE phases as explained below.

Phase 1: Outlines the project task and solution and provides the relevant research methods

Phase 2: A possible design of the project

Phase 3: A working Delphi/Java fully documented program that implements the planned solution

- **Submission dates: The actual dates will be determined by your subject teacher.**
 - Phase 1: Not later than one week before the end of Term 1**
 - Phase 2: Not later than one week before the end of Term 2**
 - Phase 3: Not later than three weeks before the start of the Grade 12 final examination**

The teacher in charge of the assessment process will outline the due dates for each phase.
LEARNERS MUST STRICTLY ADHERE TO THE SET DUE DATES.

NOTE: You will be required to demonstrate and discuss your program during an interview session.

3.2 Mark allocation

The PAT counts 25% of your final examination mark for IT. It is therefore crucial that you strive to produce work of a high standard.

Phase	Development Phase	Maximum Mark
Phase 1	Research and Analysis	30
Phase 2	Design	40
Phase 3	Level 1: Coding and testing (80) Level 2: Higher-order solutions (20)	100
General	Final product and impression	10
Total		180

NOTE:

- The PAT mark is a compulsory component of the final certification mark for all candidates registered for Information Technology.
- Your PAT will be externally moderated by subject experts and quality assured by UMALUSI.

3.3 The topic

A FINANCIAL SYSTEM

Finances affect our lives in some way or the other. A financial system is often required to serve a range of functions which assist people/companies/organisations in managing their finances effectively.

You are required to plan and develop **a financial system** for a company/school/small business/household/organisation, etc.

Some examples and ideas related to the topic on finances:

- *Financial institutions*, e.g. banks keeping track of staff, clients and products
- *Investment banking*, e.g. short-term investment, fixed deposit, unit trust, money market, etc.
- *Financing loans*, e.g. short-term loan, home loan, vehicle loan, study loan, etc.
- Keeping track of income and expenditure for *households* on a monthly or yearly basis
- *Insurance* based on banking
- *Budgets* for households, restaurants, warehouses, sport clubs, etc.

Choose an application/environment that relates to finances and do research on the information system requirements.

You are not limited to the above list of functionalities, but need to choose the data and functionalities (services) in such a way as to create a usable and well-rounded application.

Specific requirements:

- The project must include the major development tools, i.e. a database and programming language constructs, appropriately integrated.
- Include all the aspects mentioned in the PAT requirements (see page 15) and Phase 3 marking guidelines (**Addendum A**).

General programming aspects that will be assessed in your project:

- Programming style
- Graphical user interface (GUI)
- Use of sound human-computer interaction (HCI) and software engineering principles
- Input/Output management
- Functionality of the program
- Level of expert programming
- Robustness of the program, including the use of defensive programming techniques
- Whether the project matches the original aims and goals
- Internal documentation to explain sections of the program

NOTE: Your final program must comprise ONE single project with logically related parts.

3.4 Overview

PHASE 1– ANALYSIS

During this phase you have to show that you have done a proper and thorough user requirement analysis in order to determine what users of the system would require it to do.

The following can be used as a guideline:

- Use the scenario to identify the task, outline the purpose, content and the scope of the task.
- Determine the client/user and the requirements of the client/user.
- Perform the necessary research, e.g. conduct interviews, surveys, photographic material, etc.
- Provide a methodical report based on the research/investigation carried out.
- Provide a list of references and the evidence of research.
- Compile detailed requirements and specify what your solution should provide for in order to meet these requirements.

NOTE:

The **user** is the target audience and thus determines the needs and requirements of the program.

PHASE 2– DESIGN

The purpose of Phase 2 is to determine **how** the program/system will meet the requirements. It needs to provide a well-planned solution.

The following must be done:

- Clarify the user requirements, indicating specifically how each requirement will be met in your program/solution.
- Provide a clear IPO chart to indicate the input, processing and output requirements of the system for at least three of the main interfaces.
- Use at least one more relevant software planning tool to clarify the requirement.

NOTE:

- The following list of tools can be used in the design process:
 - TOE charts, ERD diagrams
 - Flow charts, UML diagrams (class diagrams and use case diagrams)
- Show the design of the database including the tables, relationships, field names, field types and sizes
- Clearly indicate the logical program flow and navigation between screens.
- Show the GUI design following HCI principles of at least THREE different screens, excluding the introductory screens.
- Give at least TWO examples of how you would ensure the entry of valid data for the system using the GUI interfaces that you have provided.

PHASE 3– CODING AND TESTING

The purpose of Phase 3 is to implement the design by writing the code and testing the program.

The following must be done:

Level 1 Requirements: Coding and Testing

- Write the programming code to implement the design and to complete the program.
- Use appropriate structures to satisfy the requirements of the algorithms.
- Use multi-nested loop and conditional structures.
- The use of at least ONE text file is compulsory and the use of other data structures where applicable.
- Use local and global variables.
- Use of OOP principles, re-use of code, use of functions, procedures, methods and objects.
- Use relevant validation procedures and components.
- Clarify sections of the code by adding comments.
- Write project notes to help navigate through the program; provide tool tip text.
- These project notes must describe how to interact with the program. The notes must also describe any known bugs or problems. Project notes can be written as a part of the help functions of the program.
- A well-developed GUI with the renaming of relevant components.
- Input of data using the most effective method, text file, database, keyboard, components.
- Processing, using the most appropriate methods.
- Output of data using the correct components and structures with formatting where needed.
- Compiling of a complex code/string, using string handling techniques.
- Ensure a smooth interaction between frames/forms/tabs.
- Use at least TWO different dynamic components.
- Correct manipulation and querying of the database.
- Demonstrate your program and answer questions about the program and the code during an interview session.

Level 2 Requirements: Higher-order Solutions

- Display a drawing/animation/graph/map or timer.
- Play a video/thread/networking mobile app or a time-based simulation appropriately.
- Ensure there are at least THREE calculations, one of which must be complex.
- A variety of at least THREE SQL statements and programming code for file querying and maintenance such as using aggregate functions, calculated fields, inserting of data, deleting of data and updating of data.

- Complex programming code such as dynamically parameterised queries, in other words assigning parameters at runtime.

3.5 PAT requirements

The project must include the following:

- Database manipulation through programming language constructs
- A multiform/multiscreen GUI with good functionality and usability, based on sound HCI principles
- The use of a text file for input/output purposes, e.g. to populate data structures and to provide reports

Database

The database must:

- Have at least TWO tables linked (relational tables)
- Involve sufficient data volumes and use a variety of field types, ± 10 records
- Be accessed and manipulated by the program using code construct
- Be accessed and manipulated by the program using SQL statements

Text files

Your application must use a text file(s) to input/output or both.

The data from the text file could be used to:

- Do calculations and manipulations in combination with data from the database
- Update existing data
- Insert/Update records in the database

AND/OR

- Report(s) can be created by writing to a text file.
- Could be used as a help file.

GUI

The graphical user interface (GUI) must have at least:

- THREE forms/screens
- TWO components (different types) that are created dynamically

NOTE:

The mark obtained for your project will be greatly influenced by the quality of the programming code that manipulates the data successfully in order to adhere to the user requirements in the best possible way. Quantity will not replace variety, effectiveness and quality.

3.6 What you need in order to do the PAT

To be able to do the PAT, you need the following:

- Java/Delphi programming software, including a GUI IDE (integrated development environment)
- An office suite with the following software:
 - Word processing software
 - Database software
- Internet access to find data and information
- Access to other sources such as printed media (e.g. magazines, newspapers, brochures, textbooks) or other electronic material (e.g. e-books, e-articles)
- Access to facilities to convert hard copies to electronic documents, e.g. scanner, digital camera
- Storage media to save and back up your work electronically, e.g. flash drive, rewritable CD/DVD

3.7 Malpractice

As the PAT is an individual project that is part of your final promotion mark, you may not:

- Get help from others without acknowledgement
- Allow others to do programming code for you
- Submit work which is not your own
- Share your work with other learners
- Include work directly copied from books, the Internet or other sources without acknowledgement

The above actions constitute malpractice, for which a penalty will be applied depending on the seriousness of the offence.

NOTE: If you use work from other resources, it may not exceed 30% of the work that you submit.

3.8 Non-compliance

You will be given three weeks before the commencement of the final end-of-year examination to submit outstanding work or present yourself for the PAT.

Should you fail to fulfil the Practical Assessment Task requirements, you will be awarded a zero ('0') for the PAT component of IT.

3.9 Instructions for Phase 1

You need to clearly understand the problem/task at hand. Research/Investigate the topic well, so you have a good idea of what is expected of the software you need to develop.

Select a specific application to apply the specifications described in this document. Use relevant research strategies, e.g. interviews, surveys, photographic material and use the Internet. Carefully analyse the needs or application requirements to determine **what** the programming solution should do and provide.

The deliverable of this phase is a clear explanation of what the problem/task is and what the solution should be capable of doing in terms of the needs of the user (company)/task and their stated objectives.

DEFINE THE TASK

Write a brief description (± 150 words) in your own words to describe the problem/task and how the project will solve the problem in general terms. In other words the description should be written to explain your choice of scenario within the topic based on finances.

Your explanation must highlight that:

- You understand the needs of the task that you have chosen
- Your solution will solve the needs of the task

The description must give the overall picture of what the purpose and c of the project is, but *not the details*.

DO RESEARCH

The research stage is where you **gather facts** about the nature of the program you are developing.

There must be a minimum of TWO different research methods.

Your research should help you clarify the type of program, provide some useful examples that can guide you and should provide a clear understanding of why the particular type of program is suitable for this project.

The outcome/summary of the research is a report (± 600 words):

The report should be written in clear, unambiguous language and should include the following aspects:

- Key areas pertaining to the topic
- A summary of results derived from the research
- The scope and limitations

Provide evidence of research:

All/Most material used in the research process must be submitted.

References:

A list of references must be provided to authenticate the research carried out.

User requirements:

The aim is to derive and establish the user, data and processing requirements of the system, including a consideration of the human aspects (e.g. suitable user interface) and physical environment (e.g. hardware requirements). Identify the prospective user(s) and identify user needs and acceptable limitations.

- Use a table or a use case diagram to explain the role, activity, requirements and limitations of each user of the program.
- Provide evidence of a user acceptance test for users of the program.

HAND IN

Hand in a document that contains the following:

- The project description (± 150 words)
- A report (± 600 words) which contains the following:
 - A summary outlining the research/investigation/analysis
 - A conclusion
- References
- Detailed information on user requirements and user acceptance tests
- Evidence of research

3.10 Instructions for Phase 2

This is where you plan the detail and provide information on **how** you will go about solving the problem.

The aim is to specify and document an overall design that meets the requirements, using software design tools such as IPO diagrams, TOE charts, flowcharts, ER diagrams, UML diagrams (use case and class diagrams), clearly annotated.

The outcome is a plan showing a high-level overview of **how** the solution will be constructed using explained/annotated diagrams (or a suitable alternative). The plan must show the main blocks/aspects within the proposed solution.

Specify and document:

- The method of solving the problem
- The functions of the constituent parts of the program/system
- The inter-relationships between the various parts of the program/system
- The algorithms, data types and data structures as well as any other requirements of the solution
- The effectiveness of the proposed solution in meeting the requirements of the problem

DESIGN THE DATABASE

The aim is to design a relational database to serve as a data source as well as to manipulate data contained in the database using programming instructions.

The database should provide data to the program to be processed and provide reports.

The Delphi/Java program must be able to manipulate content of database tables, e.g. update/edit/delete/add data, provide results of queries, provide reports, etc.

DESIGN THE GRAPHICAL USER INTERFACE (GUI)

The aim is to produce a GUI design that considers good human-computer interface (HCI) principles, that prevents errors occurring from invalid input and that minimises the amount of information a user has to enter.

Use HCI design principles and design a GUI that considers the following:

- The user, type of user and context of user
- User requirements, usability
- Dialogues – must be relevant, simple and clear
- Icon usage and presentation – well selected and relevant, well placed and purposely used
- Colour – appropriate use of and combination of colour
- Feedback – neat, clear and well presented

- Helpful error messages
- Exits – clearly marked, placed correctly
- Shortcuts
- Flow of information on the screen – top to bottom and left to right
- Sensible usage of space on the screen

Provide examples of planned data capture and data entry designs (screen dumps may be used from a prototype of the project but must be annotated) and of planned output designs.

DESIGN THE SOLUTION (FLOW, ALGORITHMS, DATA TYPES/STRUCTURES, ETC.)

Use appropriate design tools to design the overall solution considering all constituent parts and the inter-relationships between the various parts of the program/system.

- Description of modular structure of program/system
- Definition of data requirements:
 - Structures
 - File organisation and processing (e.g. text files)
 - Validation required
- Identification of processes and suitable algorithms for data transformation
- Diagrams/Definitions and details of classes, objects, their attributes and methods
- Description of measures to ensure security and integrity of data

HAND IN

Hand in a document that provides the following:

- A planned database design
- A GUI design
- A list of data structures and its use in the program
- Software tools used (IPO design is compulsory PLUS ONE other tool from the given list)
- Validation techniques
- Overall solution design

3.11 Instructions for Phase 3

This is where you implement your design by making use of appropriate software tools (programming language, database software, IDE, etc.) and techniques to construct a solution to the problem.

After completing your project, you will also demonstrate the program and answer questions about your program, the process and the code.

DEVELOP THE DATABASE

Implement the design and construct the database applying appropriate techniques.

Ensure that the database connects correctly to the program and interacts with the program in a meaningful and effective way that supports the solution.

DEVELOP THE GUI

Implement the design by developing the GUI, making use of appropriate components to ensure easy use and navigation. The user should have a good experience when using the program.

WRITE THE CODE

Use the planning documents of Phase 1 and Phase 2 to write the code for all units/parts.

Use good programming techniques and structure.

Implement effective algorithms and sound defensive programming techniques to produce a robust program.

Document the code so that other people will be able to interpret the program and understand what individual pieces of code do.

The database must be embedded in the program.

DOCUMENT THE PROGRAM

Use any appropriate facility of the programming language to write project notes that a user can access to describe how to interact with the program.

The notes must also describe any known bugs or problems.

Add comments to explain sections of code.

TEST THE PROGRAM/SYSTEM

Test the program/system using clearly defined typical data, erroneous data and boundary (extreme) data.

HAND IN

Hand in:

- The completed Delphi/Java project, including the comments and project notes
- The declaration of authenticity (see **Addendum D**)

INTERVIEW

Demonstrate the program for evaluation.

Guidelines for the demonstration of the project:

- The teacher will schedule dates and times for demonstrations. About 15 minutes per project will be allowed.
- You should hand in all the documentation before the demonstration takes place – at least one week in advance.
- The demonstration must be done electronically on a computer.
- You must execute your computer program and show all the features of the program to the teacher for evaluation.
- The teacher can require you to execute test procedures to make sure that the entire program is working correctly.
- The teacher will use the mark sheet for Phase 3 as a guideline and allocate marks accordingly during the demonstration.
- As part of the demonstration, the teacher will identify random pieces of programming code in the project and ask you to explain the purpose and working of the randomly selected code. This is done to ensure that you did the coding yourself. A similar type of procedure will be followed during moderation. If you cannot explain the code used in the project, no marks can be awarded for the project.
- You must hand in the electronic copy of the project that was demonstrated. The teacher will use this copy to allocate any outstanding marks in order to finalise the mark.

4. CONCLUSION

Upon completion of the practical assessment task learners should be able to demonstrate their understanding of the industry, enhance their knowledge, skills, values and reasoning abilities as well as establish connections to life outside the classroom and address real-world challenges. The PAT furthermore develops learners' life skills and provides opportunities for learners to engage in their own learning.

Addendum A: Assessment Tools

Phase 1:		Name of learner:					
Scenario (±150 words)	4	3	2	1	0		
Scenario (Short description)	<ul style="list-style-type: none"> -Task is clearly stated (purpose and audience). -Thorough understanding of what the problem/task involves. -Explains a possible solution to solving the problem/task. 	<ul style="list-style-type: none"> -Task is clearly stated (purpose and audience). -Understanding of what the problem/task involves. -Covers almost all aspects. 	<ul style="list-style-type: none"> -Purpose and audience not very clear. -Shortcomings in understanding and coverage of required aspects. 	<ul style="list-style-type: none"> -Vague, unsure of the purpose of the program. -Minimal understanding of what the problem involves and minimal coverage of aspects. 	<ul style="list-style-type: none"> -Totally inadequate or not applicable. -Poor or no coverage of aspects. 	4	
Investigation/ Research (±600 words)	6	4	2	1	0		
Report: Summary of research	<ul style="list-style-type: none"> -Extensive research done. -Explains deductions from each research method used. -Clearly explains all key areas. -Excellent, clear direction for the project, e.g. clearly defines the scope of the program. -Conclusion 	<ul style="list-style-type: none"> -A large amount of research done. -Clearly explains all key areas. -Well-explained summary of what the program should do. -Shows thorough understanding. -Conclusion 	<ul style="list-style-type: none"> -Acceptable amount of research done. -Most key areas discussed. -Acceptable summary. -Shows reasonable understanding. 	<ul style="list-style-type: none"> -Limited research done. -Vague, too little coverage of key areas. -Brief, incomplete summary. -Shows minimal understanding. 	<ul style="list-style-type: none"> -No evidence of research. -No key areas discussed or incorrect and irrelevant or not done. 	6	
Evidence of research	6	5	4	2	0		
For example: <ul style="list-style-type: none"> • Documents (pricelist/ invoice, etc.) • Screenshots • Interview • Questionnaires, etc. 	<ul style="list-style-type: none"> -Two or more relevant examples given. -Excellent structure. -Supports the summary/material relevant to project. -Excellent presentation. 	<ul style="list-style-type: none"> -Two or more relevant examples given. -Good structure. -Supports the summary. -Well presented. 	<ul style="list-style-type: none"> -Two or more relevant examples given. -Satisfactory structure. -Supports the summary. -Presentation satisfactory. 	<ul style="list-style-type: none"> -One relevant example given. -Acceptable structure. -Or two examples but not totally relevant. -Not supporting the summary. -Poorly presented. 	<ul style="list-style-type: none"> -No evidence provided. 	6	

References		3	2	1	0		
All relevant research		-All references (at least 3) using Harvard/APA style.	-All references (at least 3) used but not using Harvard/APA style.	-Some (only 2) references included or incorrect style.	-No references included.	3	
User requirements	7	5	3	1	0		
Role, activity, requirements and limitations of the user (In table format or a use case diagram)	-Role, activity, requirements and limitations of at least 2 different types of users of the system discussed. -Well documented, neat and to the point.	-Some shortcomings in discussion of role, activity, requirements and limitations of at least 2 different types of users of the system discussed. -Well documented but can improve slightly.	-Shortcomings in discussion of role, activity, requirements and limitations of users, e.g. sections left out. Only 1 type of user of the system discussed. -Not well documented but still acceptable.	-Serious shortcomings in discussion of role, activity, requirements and limitations of users, e.g. most of the section was left out or incorrect information. Only 1 user of the system discussed. -Poorly documented – not acceptable.	-Not done or incorrect or irrelevant.	7	
Presentation	4	3	2	1	0		
Time management – Phase 1	-Met deadline, all work done.	-One day late but complete.	-One day late and almost complete.	-One day late and sections not done or incomplete.	-More than one day late, or not done.	4	
Total						30	
Comment/feedback:							
Teacher name: _____ Teacher signature: _____ Date: _____							

Phase 2:		Name of learner:				
Database design	3	2	1	0		
Choice of fields	-Well-chosen fields. All fields contribute to solution. -No redundant fields.	-Majority of fields contribute to solution. OR -ONE redundant field.	-Most fields do not contribute to solution. OR -More than one redundant field.	-No database or incorrect or irrelevant.	3	
Field types and size	-All fields well chosen in type and size.	-Most fields well chosen; some poor choices in field types or sizes.	-Poor selection of fields, field types and sizes in most cases.	-No database.	3	
Appropriateness – Tables & relationships	-Normalised database which contains at least 2 tables. -Appropriate relationship(s) between tables. -Keys correctly specified in all tables.	-At least 2 tables. -Correct use of fields for relationships between tables. -Keys incorrectly used in some instances.	-Only 1 table/only the fields listed – no relationships. -Correct primary key.	-Only 1 table/only the fields listed – no relationships. -No/incorrect primary key. OR -No database.	3	
Role of database (DB) Describes how the DB will be manipulated, e.g. within a dataset, access fields and records, navigate records etc. Role of manipulation in program described/motivated	-Clearly describes how the DB will be manipulated in the program and how it will contribute to the solution. -All manipulation clearly motivated.	-Manipulation and interaction mostly well described and reasonably motivated. -Mostly suitable to meet requirements.	-Manipulation not well motivated or mostly not suitable to meet requirements.	-No database or incorrect, irrelevant or unsuitable to the application.	3	
GUI design	3	2	1	0		
HCI principles Does GUI design consider: <ul style="list-style-type: none"> • Purpose of program& user • Standard GUI design principles • Ease of use, logical flow • Clearly marked navigation • Friendly dialogue • Help 	-Well-designed GUI considering all 6 aspects for at least 3 of the main interfaces, excluding the introductory screens.	-Satisfactory. GUI design considers/meets at least 4 requirements for at least 3 of the main interfaces, excluding the introductory screens.	-Limited consideration of requirements – at least 3 requirements for at least three of the main interfaces, excluding the introductory screens.	-Poor GUI design considering less than 3 requirements considered.	3	

Components	3	2	1	0		
Components	-Most appropriate used in all cases. -Excellent layout. -All choices clearly substantiated.	-Appropriate components used in most cases. -Satisfactory layout. -Some choices substantiated.	-Appropriate components used in few cases. -Layout not satisfactory. -Mostly not substantiated.	-Inappropriate components used in most cases or choices not substantiated.	3	
Data structures used (excl. database)	3	2	1	0		
Choice of data structures , e.g. arrays, text files, etc. (How data will be stored)	-Excellent variety of the most appropriate data structures. -All choices clearly contribute to solution and are clearly substantiated to be used in a relevant manner.	-Variety of appropriate data structures. -One or two data structures could have been replaced with more appropriate ones. -Most choices substantiated.	-Variety of appropriate data structures. -More than 2 data structures could have been replaced with more appropriate ones. -Some choices substantiated.	-Not described or not substantiated or no variety.	3	
IPO design	3	2	1	0		
Input (How input will be obtained and managed)	-Clearly describes all inputs: <ul style="list-style-type: none"> • Format of input, e.g. type, size • Source of input, e.g. from the keyboard, text file, array or database • GUI component used 	-Most inputs described. -Minor shortcomings in descriptions.	-Only some inputs described. -Limited descriptions.	-No input requirements described or incorrect.	3	
Processing (How processing will be managed – including database manipulation)	-Clearly describes all processing/manipulation in terms of how data has to be processed/manipulated (algorithms, formulas, validated, etc.)	-Most processing/manipulation described. -Minor shortcomings.	-Only some processing/manipulation described. -Mostly limited, incomplete or incorrect descriptions.	-Processing/manipulation not described. -Incorrect or irrelevant.	3	
Output (How output will be managed)	-Clearly describes all outputs: <ul style="list-style-type: none"> • Format of output, e.g. type, size • Source of output, e.g. if the values will be written to a text file, array, database or displayed in the GUI • GUI component used 	-Most outputs clearly described. -Minor shortcomings.	-Only some outputs described. -Mostly limited, incomplete or incorrect descriptions.	-Output requirements not described. -Incorrect or irrelevant.	3	

(Other software design tools – any one)	3	2	1	0		
Task Object Event chart (TOE), use case diagrams, class diagrams or entity relationship diagrams (ERDs)	-Excellent use of tool that clearly defines the program.	-Tool constructed with shortcomings.	-Tool not clearly constructed.	-No tool, incorrect use of tool, irrelevant to application.	3	
Validation/Error catching	3	2	1	0		
How integrity of input, processing and output will be managed	-Clearly describes appropriate, meaningful, effective <ul style="list-style-type: none"> techniques to ensure IPO integrity validation/error catching for relevant IPO error messages associated with validation/error catching 	-Techniques, validation/error catching mostly appropriate and meaningful for IPO.	-Techniques, validation/error catching only in some instances appropriate and meaningful for IPO. Only described once or twice.	-Validation/error catching not described or totally inappropriate.	3	
Overall	4	3	2	0		
Presentation and time management	-Met deadline. -Excellent presentation. -All work completed.	-Good presentation. -All work completed. -One day late.	-Good presentation. -Some aspects incomplete. -Did not meet deadline. -Not dedicated.	-Did not hand in Phase 2.	4	
					Total	40
Comment/feedback:						
<hr/> <hr/>						
Teacher name: _____ Teacher signature: _____ Date: _____						

Phase 3: Level 1 – Implementation		Name of learner:					
Program aspects	4	3	2	1	0		
Algorithms What does it do? Does the algorithm solve the task?	-All solution algorithms used in solving the problem are most appropriate and effective, e.g. nested if else statement used effectively instead of multiple if statements and work correctly. Enhance the project.	-Appropriate solution algorithms used and effective with one or two showing minor shortcomings.	-Most solution algorithms used are appropriate and effective.	-Mostly inadequate solution algorithms or not effective.	-Totally inadequate solution algorithms. Solution not effective.	4	
Control structures (Conditions, iterations, etc.)	-Used appropriate and most effective control structures to solve the problem in all instances.	-Used appropriate and most effective control structures to solve the problem in all instances, but minor shortcomings.	-Appropriate and effective use of control structures in most instances.	-Inappropriate or ineffective use of control structures in some instances.	-Totally inappropriate or ineffective.	4	
Data structures (User defined, excl. DB)	-Most appropriate and effective data structures, correctly used (e.g. arrays, text files, etc.) to solve problem in all instances. At least one text file.	-Most appropriate and effective data structures, correctly used to solve problem all instances – minor shortcomings.	-Appropriate and effective data structures in most instances.	-Appropriate and effective data structures in some instances.	-Totally inappropriate or ineffective or not used.	4	
Interactivity/Data flow (User-defined parameter passing)	-Excellent/proficient interaction between modules with parameter passing in at least 2 cases.	-Mostly good, proficient interaction between modules with parameter passing in at least 2 cases.	-Some interaction between modules with parameter passing in 1 case.	-Limited communication between modules/units/parts.	-No interactivity.	4	
Input	-Excellent variety, most appropriate, effective input strategies (database, text files, user input) used in all instances.	-Good variety, appropriately and effectively used in all instances, with minor shortcomings.	-Appropriately and effectively used in most instances. Limited variety (e.g. only 2 types).	-Appropriately and effectively used in some instances. Very limited input (no variety/only 1 type).	-Totally inappropriate or ineffective.	4	

Processing	-No logical errors. -All the results of processing are correct.	-One logical error. -One incorrect result.	-Two logical errors. -Some of the results are not correct.	-Many logical errors. -Many results incorrect.	-No logic. -All the results are incorrect.	4	
Output	In all cases: -Most appropriate display, well formatted/readable/structured, e.g. headings repeated on following page/screen where applicable. -Excellent layout.	In all cases: -Most appropriate display, well formatted/readable/structured/understandable, but with minor shortcomings in one instance. -Good layout.	In most cases: -Appropriate display. -Satisfactory layout.	In some cases: -Difficult to read output. -Inconsistent layout.	-No outputs or unreadable/does not make sense.	4	
Defensive programming; Data validation	-Every effort made to produce a robust program using appropriate defensive programming techniques correctly where necessary.	-Good use of defensive programming where necessary but there are minor aspects that could be improved on.	-Reasonable degree of error checking with a few obvious bugs still present.	-Minimal amount of error checking or defensive programming visible.	-No attempt of validation.	4	
Database design and HLL interaction	4	3	2	1	0		
Database design and manipulation within HLL (high level language)	-Use of a relevant database with at least 2 tables and 1 relationship. -Best suited fields, data types and sizes. -Excellent, smooth interaction with HLL. -Well-chosen manipulation through HLL code that contributes to the solution.	-Use of a relevant database with at least 2 tables and 1 relationship. -Mostly well-chosen fields, data types and sizes. -Good, smooth interaction with HLL. -Good manipulation through HLL code that contributes to the solution.	-Use of a relevant database with at least 2 tables and 1 relationship. -Acceptable fields, data types and sizes. -Satisfactory interaction with HLL. -Satisfactory manipulation through HLL code that contributes to the solution.	-Use of a relevant database. -One table. -Few suitable fields, data types and sizes. -Little manipulation using HLL.	-No interactions or manipulations or no database.	4	

Database manipulation using code constructs		2	1	0		
The database must be embedded		-The database must be embedded. -Works correctly.	-The database must be embedded. -Works with minor shortcomings.	-Not done or incorrect.	2	
Insert a new record to a table					2	
Delete a record from a table					2	
Edit selected fields in a record					2	
View all fields and records, view selected fields/records					2	
At least two aggregate functions such as minimum, maximum, sum and average					2	
At least one query involving two tables					2	
Navigate through records in a dataset, from first, to next, to previous records using methods					2	
Filter/sort/search (at least one)					2	
GUI	4	3	2	1	0	
Ease of use/HCI principles <ul style="list-style-type: none"> Screens well planned and designed Excellent communication (screen tips, feedback, help, etc.) Most appropriate components Readable/understandable output Excellent use of effects/ colour/icons/shortcuts, tool tip text, etc. 	-Excellent GUI design – all aspects addressed well. -Best design to suit application and possible users.	-GUI well designed – all except one aspect addressed well. -Designed to suit application and possible users.	-Satisfactory GUI design – all except two aspects addressed well. -Mostly designed to suit application and possible users.	-Limited GUI design; limited number of aspects addressed. -Mostly not designed to suit application and possible users.	-Poor GUI design. Little or no thought given to HCI principles. -Not designed to suit application and possible users.	4
Dynamic components	-At least 2 different dynamically instantiated components, both meaningfully and correctly used.	-At least 1 dynamically instantiated component, meaningfully and correctly used.	-Dynamic component(s) used meaningfully but does not work correctly.	-Dynamic component(s) used that work correctly but not meaningfully.	-No dynamic components.	4

Documentation	4	3	2	1	0		
Comments/Notes (Explanation of program and code)	-Code clearly annotated to explain all necessary parts. -Explanation shows excellent insight. -Extensive project notes used and of an excellent standard. -Clearly explains working of the program.	-Code clearly annotated to explain all necessary parts. -Explanation shows good insight. -Project notes used and of a very good standard.	-Code annotated to explain most necessary parts. -Explanation shows some insight. -Project notes used and of a moderate standard.	-Code annotated to explain certain parts. -Explanation shows little insight. -Inadequate project notes used.	-No comments or no project notes.	4	
Scope of variables		3	2	1	0		
		-Use of local and global variables appropriately and effectively used – enhances program.	-Use of local and global variables; but not always appropriately used.	-Limited number of variables. -Local only or global only.	-No variables used or inappropriate use of variables.	3	
Manipulating string processes		3	2	1	0		
		-Combine multiple string methods to do complex manipulation, e.g. generate code/key, extracting parts from several DB field/variables using a combination of several string methods and/or calculations.	-Standard – combine at least 2 string methods.	-Simple – single manipulation only (only use 1 string method).	-No string methods used.	3	

Modular programming (Re-use of code)		3	2	1	0		
		-Re-use of code – good use of functions/ procedures/methods/ objects/parameter passing.	-Re-use of code – good use of functions/procedures/ methods /objects/ parameters. Limited use of parameter passing.	-Re-use of code inappropriate or no parameter passing or not working correctly.	-No evidence of modular programming.	3	
Overall	4	3	2	1	0		
Does the program meet the requirements?	-Well exceeds the requirements stated in Phase 1. -Comprehensive program, all elements function as specified. -Shows insight in all aspects.	-Exceeds requirements stated in Phase 1. -Less comprehensive, all elements function as specified. -Shows insight in most aspects.	-Slightly exceeds requirements, some program elements function as specified in Phase 1. -Shows insight in 1 or 2 aspects.	-Meets minimum requirements. -Basic program. -Basic scope. -Very limited insight.	-Does not meet minimum requirements. -Less than basic. -Limited scope.	4	
Presentation	1		0				
Time management – Phase 3	-Met deadline; all work done.		-Did not meet deadline or not handed in.			1	
Total (Implementation)						80	

The table below determines the complexity level of the program to discriminate between different levels of programs.

Phase 3: Level 2 – Higher-order programming skills		Name of learner:					
Aspects	4	3	2	1	0		
Play a video/thread/networking mobile app/ a time-based simulation appropriately or any form of complex code. Borrowed code allowed.	-Works correctly, is relevant and appropriate. -Adds value to the solution.	-Works but could be improved. -Relevant and appropriate.	-Works with minor shortcomings. -Relevant and appropriate.	-Works with major shortcomings. -Relevant and appropriate.	-No attempt has been made.	4	
Display a drawing/animation/graph/map or timer	-Non-trivial, excellent layout and placements. -Works correctly, adds value to the solution. -Relevant and appropriate.	-Good layout and appropriate placement. -Works but could be improved. -Relevant and appropriate.	-Satisfactory layout and placements. -Works with minor shortcomings. -Relevant and appropriate.	-An attempt has been made with major shortcomings.	-No attempt has been made.	4	
Calculations	-3 correct calculations including 1 complex calculation.	-3 correct calculations.	-2 correct calculations.	-1 correct calculation.	-No calculations.	4	
SQL statements	-3 different correct SQLs used, one of which must use data from 2 tables.	-3 different correct SQLs used, using 1 or 2 tables.	-2 different correct SQLs used, using 1 or 2 tables.	-1 correct SQL used, using 1 or 2 tables.	-No SQLs used or all statements incorrect.	4	
Database Exclude CRUD operations Complex code and data volume	-At least 10 records in a table. -Non-trivial input/output and processing, e.g. data extracted must be processed further (transformed) to obtain desired result, assigning query parameter values at runtime; modular approach, e.g. use of procedures/functions/separate units. -Dynamically parameterised queries (parameters set at runtime, embedded in programming language statements by learner).	-At least 10 records per table. -Non-trivial input/output and processing but could be improved. -Limited modular approach. -Dynamically parameterised queries.	-Less than 10 records per table. -Involve only data storage/retrieval and possibly trivial processing by the package. -Partially own code – limited use of programming language. -No evidence of modular approach. -Dynamically parameterised queries with minor shortcomings.	-Only one or two records in table. -Almost no own code. -Dynamically parameterised queries attempted with major shortcomings.	-No data in tables. -No own code. -No complex code attempted.	4	
Total (Higher-order programming skills)						20	

General: Final product and impression		Name of learner:					
Aspect	5	4	3	2	1	0	Mark
Flow of development	<ul style="list-style-type: none"> -Each phase of development is a logical flow from the previous phase. -Did not deviate from original scope. The initial goal was reached and all the set requirements stated in Phase 1 were met. 	<ul style="list-style-type: none"> -Had to re-address minor issues and goals from previous phases. -At least 80% of requirements were met. -Some aspects initially planned were not accomplished. 	<ul style="list-style-type: none"> -Had to re-address a number of issues and goals from previous phases. -More than 50% of requirements were met. -Some aspects had to be changed or scaled up or down. 	<ul style="list-style-type: none"> -More than 50% of original requirements were not met. -Many of original aspects had to be changed or scaled up or down. 	<ul style="list-style-type: none"> -A few of the original requirements were met. 	No requirements met	
Professional project	<ul style="list-style-type: none"> -Useful and can be implemented as a real-life application. -Compares well with proprietary software. -Contains professional features, e.g. help functions, well-designed GUI layout, no unexpected errors, user-friendly feedback on all aspects and features. 	<ul style="list-style-type: none"> -Can be implemented as a real-life application with minor adjustments. -Compares satisfactory with proprietary software. -Contains professional features for almost all aspects, e.g. help functions, well-designed GUI layout, no unexpected errors, user-friendly feedback on most aspects and features. 	<ul style="list-style-type: none"> -Can be implemented as a real-life application with significant adjustments. -Compares to a lesser extent with proprietary software. -Contains professional features for a satisfactory number of aspects, e.g. help functions, well-designed GUI layout, no unexpected errors, user-friendly feedback on some aspects and features. 	<ul style="list-style-type: none"> -Not ready to be implemented as a real-life application but has some potential. -Does not compare with proprietary software. -Contains limited professional features, e.g. help functions, well-designed GUI layout, no unexpected errors. User-friendly feedback on limited aspects and features. 	<ul style="list-style-type: none"> -Not ready to be implemented as a real-life application. -Contains limited professional features, e.g. help functions, well-designed GUI layout, no unexpected errors. User-friendly feedback on limited aspects and features. 	No requirements met	
Completeness	<ul style="list-style-type: none"> -All phases of development were complete and well designed and executed. -All stages and phases well documented. 	<ul style="list-style-type: none"> -Almost all phases of development were complete and well designed and executed. -Mostly all stages and phases well documented. 	<ul style="list-style-type: none"> -At least two phases of development were complete and well designed and executed. -At least two stages and phases well documented. 	<ul style="list-style-type: none"> -One phase of development was complete and well designed and executed. -One stage and phase well documented. 	<ul style="list-style-type: none"> -None of the phases of development were complete and well designed. -None of the phases were well documented. 	No requirements met	

Attitude and commitment	-All phases were handed in on time and were well designed. -Worked was done regularly. Showed exceptional commitment and pride in work done during each stage. -Showed exceptional growth in knowledge and skills.	-Almost all phases were handed in on time and were well designed. -Work was done regularly. Showed commitment and pride in work done during each stage. -Showed definite growth in knowledge and skills.	-At least two phases were handed in on time and were well designed. -Work was done with intervals. Showed some commitment and pride in work done. -Showed some growth in knowledge and skills.	-At least one phase was handed in on time and was well designed. -Work was not done regularly. Showed limited commitment and pride in work done. -Showed limited growth in knowledge and skills.	-All three phases were handed in. None of the phases handed in on time. Not well designed -Work was not done regularly. Showed no commitment and pride in work done. -Showed no growth in knowledge and skills.	No requirements met	
	Maximum: 20/2 = 10						

Adjustment %

Debriefing/Interview	100% of total mark	90% of total mark	75% of total mark	60% of total mark	50% of total mark	
Explain selected code	-Explained all selected code clearly and with confidence. -Shows excellent insight.	-Explained selected code with minor shortcomings. -Shows insight.	-Unable to explain some of the selected code adequately. -Shows limited insight.	-Unable to explain most of the selected code. -Lacks insight.	-Unable to explain any selected code. -No insight.	%
Final project mark						

Assessment Summary

Phase	Focus	Maximum mark	Mark obtained
Phase 1	Analysis	30	
Phase 2	Design	40	
Phase 3	Coding and implementation	80	
Phase 3	Higher-order programming skills	20	
General	Final product and impression	10	
Total		180	
Adjustment %			
Final mark (Total x Adjustment %)			

Authentication Declaration

I hereby declare that the work assessed is solely that of the learner (except where there is clear acknowledgement and record of any substantive advice/assistance given to the learner) concerned and was conducted under supervised/controlled conditions to ensure that the work has not been plagiarised, copied from someone else or previously submitted for assessment by anyone.

Comment/feedback:

Teacher name: _____ **Teacher signature:** _____ **Date:** _____

Addendum B

Anatomy of a report

This document informs you of the specific requirements of the report.

If you follow these guidelines you will be assured of a successful report. You are expected to use a style sheet so that your report looks neat as well as correctly structured. See column 1 below for formatting suggestions. (You can generate a table of contents automatically if you use formatting as outlined in column 1.)

TITLE PAGE <title>	Report title Your name and grade Submission date
SUMMARY <heading>	Overview of the report's essential information and recommendations
TABLE OF CONTENTS <table of contents>	List of numbered sections in the report and their page numbers
INTRODUCTION <heading1>	Topic, the scenario and outline of the report's structure
BODY Headings <heading1> Subheadings <heading2>	Headings and subheadings which reflect the contents of each section. Includes information on important ideas about the topic and discussion of programs that is relevant to the scenario.
CONCLUSION <heading1>	States the conclusions that can be drawn from the information found. Makes recommendations about the direction that will be followed in the project.
REFERENCE LIST <heading1>	List of reference material consulted during research for report. Use the Simplified Harvard style/APA style.
APPENDIX <heading1>	Pictures and information that support your research but are not essential to your explanation.

Addendum C

Learner declaration – Phase _____

I understand that work submitted for assessment must be my own.

Have you received help/information from anyone to produce this work?

No Yes (provide details below)

Help/Information received from (person):	Nature of the help/information (provide evidence):
<div style="display: flex; justify-content: space-between; align-items: flex-end;"> <div style="width: 60%; border-top: 1px solid black; margin-bottom: 5px;"></div> <div style="text-align: right; width: 35%;"> ____ / ____ / 2015 </div> </div> <div style="display: flex; justify-content: space-between; margin-top: 5px;"> SIGNATURE OF LEARNER DATE </div>	

Addendum D

Declaration of authenticity

Learner name		ID Number	
Grade	12	Year	2015
Subject	Information Technology		
Practical Assessment Task (PAT)		Teacher	
<p>I hereby declare that the contents of this assessment task are my own original work (except where there is clear acknowledgement and appropriate reference to the work of others) and have not been plagiarised, copied from someone else or previously submitted for assessment by anyone.</p>			
<p>_____</p> <p>SIGNATURE OF LEARNER</p>		<p>___ / ___ / 2015</p> <p>DATE</p>	