

**Australian Curriculum: Digital Technologies Years 3–4 assessment task**  
**Student task booklet – Living and non-living things | Assessment focus: data**

Student Name \_\_\_\_\_

**Part A**

You are going to collect data about living and non-living things in the playground.

1. Tick the things you observe. You could take photos if you have access to a tablet device or camera. You can use these later in an infographic.

- |   |                                      |
|---|--------------------------------------|
| <input type="checkbox"/> dirt                 | <input type="checkbox"/> stick       |
| <input type="checkbox"/> grass                | <input type="checkbox"/> rock        |
| <input type="checkbox"/> tree                 | <input type="checkbox"/> ball        |
| <input type="checkbox"/> ant                  | <input type="checkbox"/> fence       |
| <input type="checkbox"/> spider               | <input type="checkbox"/> flower      |
| <input type="checkbox"/> lizard               | <input type="checkbox"/> shrub       |
| <input type="checkbox"/> bird                 | <input type="checkbox"/> stone       |
| <input type="checkbox"/> playground equipment | <input type="checkbox"/> table       |
| <input type="checkbox"/> concrete             | <input type="checkbox"/> seat        |
| <input type="checkbox"/> caterpillar          | <input type="checkbox"/> shade cloth |
| <input type="checkbox"/> butterfly/moth       | <input type="checkbox"/> fly         |
| <input type="checkbox"/> dragonfly            | <input type="checkbox"/> wall        |

2. List other things you observe that are not on the list above.

3. Next to the items listed in questions 1 and 2, record how many of each thing you can see. If there are more than 5 of something, choose a quicker way of representing the number.

For example:

- a) tally marks
- b) 100 ants = 1 large ant image
- c) your own idea

**Part B**

4. Next to the items listed in questions 1 and 2, record L, N or P. (L = living, N = non-living, P = a product of something that is or was living)

5. Organise your data in this table.

Living	Non-living	Product of living

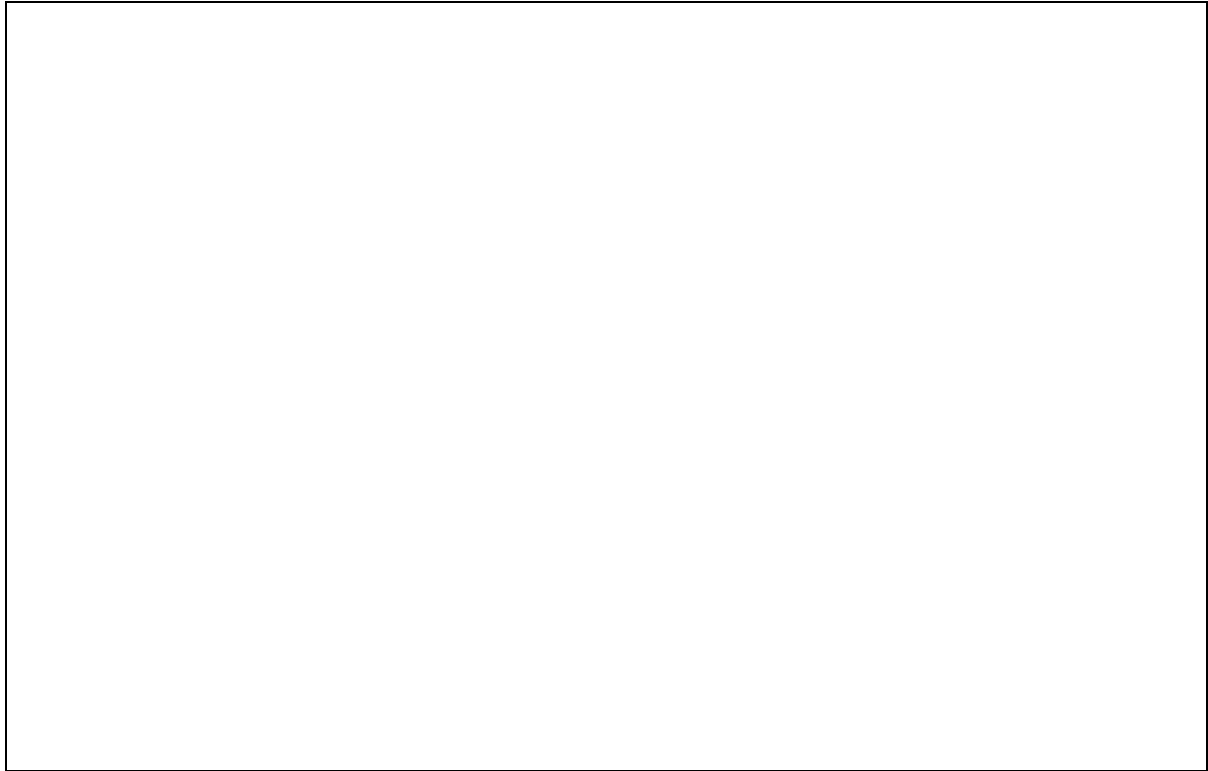
6. Present your data to show whether it is living, non-living or a product of a living thing. Think about who the audience is for this presentation. You could do this on a computer or tablet device or on paper.

### Part C

You are going to make a 'Living/non-living/product of living thing' classifier on a computer or tablet device. You will plan your classifier with your teacher as a class and list what a good classifier program would need.

7. With your partner or group, write some questions for your classifier.

8. Write the steps you will need to follow to ask questions (input) and present answers (output). You will need to show two responses for right and wrong answers (branching).



9. You will make your classifier on a computer or tablet device with your partner or group.
  
10. Your teacher will give you the list of criteria that your class decided was important. Use the list to check to see if the classifier met the criteria. Colour in the smiley face to show if your classifier did what it was supposed to and worked properly.



### Marking guide (for the teacher)

Digital Technologies	Above standard <i>Students:</i>	At standard <i>Students:</i>	Below standard <i>Students:</i>
<b>Representation of data</b>	<p>use a variety of tools to classify data sets</p> <p>justify why different data representations suit different contexts</p> <p>define data requirements for their classifier including inputs, choices and possible variables for their classified items for their visual program</p>	<p>classify data sets</p> <p>explain how the same data sets can be represented in different ways</p> <p>define inputs and choices for their classified items in preparation for their visual program</p>	<p>classify data sets with support</p> <p>demonstrate limited understanding of how the same data sets can be represented differently</p> <p>define inputs and choices for their classified items with support</p>
<b>Collecting, managing and interpreting data</b>	<p>collect and manipulate different data independently when creating information and digital solutions</p>	<p>collect and manipulate different data when creating information and digital solutions</p>	<p>collect and manipulate different data when creating information and digital solutions with support</p>
<b>Investigating and defining</b>	<p>design a classifier program independently</p>	<p>design a classifier program with teacher guidance</p>	<p>design components of a classifier program with teacher guidance</p>
<b>Implementing</b>	<p>implement digital solutions by creating a classifier program using algorithms that involve decision-making, user input and variables using a visual programming language</p>	<p>implement digital solutions by creating a classifier program using algorithms that involve decision-making and user input using a visual programming language</p>	<p>attempt to implement limited digital solutions by creating a simplified classifier program using a visual programming language</p>
<b>Evaluating</b>	<p>evaluate their classifier and those of other students against identified needs</p> <p>explain in detail how the classifier program meets the purpose</p> <p>suggest improvements for the classifier</p>	<p>evaluate their classifier against identified needs</p> <p>explain how the classifier program meets the purpose</p>	<p>evaluate their classifier against identified needs with support</p>
<b>Collaborating and managing</b>	<p>use and manage information systems safely and independently to create their classifier supporting their peers, where appropriate</p>	<p>use and manage information systems safely to create their classifier</p>	<p>safely use and manage information systems with support</p>

### Teacher comments: