



Government of **Western Australia**
School Curriculum and Standards Authority

SAMPLE ASSESSMENT TASKS

APPLIED INFORMATION TECHNOLOGY
FOUNDATION YEAR 11

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Sample assessment task

Applied Information Technology – Foundation – Year 11

Task 3 – Unit 1 – C11.1: The computer system

Assessment type: Short answer – Test

Conditions

Time for the task: 60 minutes

Task weighting

10% of the school mark for this pair of units

1. State the purpose of a computer system. (1 mark)

Purpose: _____

2. List the **three (3)** components of a computer system. (3 marks)

Component 1: _____

Component 2: _____

Component 3: _____

3. a) State the purpose of an input device. (1 mark)

Purpose: _____

- b) List **two (2)** examples of an input device. (2 marks)

Example of input device 1: _____

Example of input device 2: _____

4. a) State the purpose of an output device. (1 mark)

Purpose: _____

b) List **two (2)** examples of an output device. (2 marks)

Example of an output device 1: _____

Example of an output device 2: _____

5. a) State the purpose of a storage device. (1 mark)

Purpose: _____

b) List **two (2)** examples of a storage device. (2 marks)

Example of storage device 1: _____

Example of storage device 2: _____

6. a) List the **three (3)** types of computer software. (3 marks)

Computer software type 1: _____

Computer software type 2: _____

Computer software type 3: _____

b) Describe **one (1)** of these types of computer software. (2 marks)

Description: _____

7. State the purpose of a computer operating system. (1 mark)

Purpose: _____

8. Provide **one (1)** example for each of the types of application listed in the table below.

(5 marks)

Type of application	Example
Word processing	
Presentation	
Image editing	
Video editing	
Animation	

9. Describe how you could avoid Occupational Overuse Syndrome when using a computer at a workstation.

(2 marks)

10. Describe **two (2)** troubleshooting techniques that you could use to resolve a computer system fault.

(4 marks)

Technique 1: _____

Technique 2: _____

Total marks = 30

Marking key for sample assessment Task 3 – Unit 1

1. State the purpose of a computer system.

Description	Marks
States the purpose of a computer system	1
Answer could include, but is not limited to:	
The purpose of a computer system is to: <ul style="list-style-type: none"> • save time • save energy • save money • automate processes • solve complex problems and processes 	

2. List the **three (3)** components of a computer system.

Description	Marks
Correctly lists the components of a computer system	1–3 (1 mark each)
Answer:	
<ul style="list-style-type: none"> • hardware • software • user 	

3. a) State the purpose of an input device.

Description	Marks
States the purpose of an input device	1
Answer:	
An input device is a part of a computer system. It translates analog instructions to digital instructions and enables data and control signals to be prepared for processing and/or storage by the computer.	

- b) List **two (2)** examples of an input device.

Description	Marks
Correctly lists examples of an input device	1–2 (1 mark each)
Answer could include, but is not limited to:	
<ul style="list-style-type: none"> • keyboard • mouse • scanner • digital camera • joystick 	

4. a) State the purpose of an output device.

Description	Marks
States the purpose of an output device	1
Answer:	
The input device is a part of a computer system. Its purpose is to translate digital instructions to analog instructions and enables data and control signals processed by the computer to be presented in human readable form.	

- b) List **two (2)** examples of an output device.

Description	Marks
Correctly lists examples of an output device	1–2 (1 mark each)
Answer could include, but is not limited to:	
<ul style="list-style-type: none"> • monitor • speaker • printer 	

5. a) State the purpose of a storage device.

Description	Marks
States the purpose of a storage device	1
Answer:	
The storage device is a part of a computer system. Its purpose is to enable data, information and instructions to be stored for use by the computer system or user at a later time. There are different types of storage devices; they are classified as primary storage or secondary storage devices.	

- b) List **two (2)** examples of a storage device.

Description	Marks
Correctly lists examples of a storage device	1–2 (1 mark each)
Answer could include, but is not limited to:	
<ul style="list-style-type: none"> • ROM • RAM • EPROM • hard disk drive • CDROM • DVD • solid state drive • flash drive. 	

6. a) List the **three (3)** types of computer software.

Description	Marks
Correctly lists the types of computer software	1–3 (1 mark each)
Answer:	
<ul style="list-style-type: none"> operating system application software utility software 	

- b) Describe **one (1)** of these types of computer software.

Description	Marks
Provides a description of the purpose of one of these types of computer software	2
Provides a limited description of the purpose of one of these types of computer software	1
Total	2
Answer could include, but is not limited to:	
<p>Operating system Manages computer system hardware and software resources and provides functionality for computer programs. It is an essential component of the system software. Common examples include: Unix, Linux, Microsoft Windows and Apple's OSX.</p> <p>Application Application software is a set of one or more programs designed to carry out specific operations. Application software is dependent on system software. Common examples include Word processors, spreadsheets, databases, graphics and games.</p> <p>Utility Utility software is designed to help analyse, configure, optimise or maintain a computer.</p>	

7. State the purpose of a computer operating system.

Description	Marks
States the purpose of a computer operating system	1
Answer could include, but is not limited to:	
The operating system is the most important program that runs on a computer. Every general-purpose computer must have an operating system to run other programs. Operating systems perform basic tasks, such as recognising input from the keyboard, sending output to the display screen, keeping track of files and directories in memory and controlling peripheral devices such as disk drives and printers.	

8. Provide an example for each of the application types listed in the table below.

Description	Marks
Lists appropriate examples of application software	1–5 (1 mark each)
Answer could include, but is not limited to:	
Type of application	Example
Word processing	Microsoft Word
Presentation	Microsoft PowerPoint
Image editing	Photoshop
Video editing	iMovie, Adobe Premier
Animation	Adobe Flash

9. Describe how you could avoid Occupational Overuse Syndrome when using a computer at a workstation.

Description	Marks
Provides a detailed description of how to avoid Occupational Overuse Syndrome	2
Provides a limited description of how to avoid Occupational Overuse Syndrome	1
Total	2
Answer could include, but is not limited to:	
Occupational Overuse Syndrome (OOS), also known as Repetitive Strain Injury (RSI), is caused by repetitive movements or awkward postures. There are many ways that could be used to avoid or minimise OOS. They include:	
<ul style="list-style-type: none"> • use appropriate ergonomic equipment (keyboard, mouse, seat, desk) • use correct posture when seated • take regular breaks 	

10. Describe **two (2)** troubleshooting techniques that you could use to resolve a computer system fault.

Description	Marks
Technique 1:	
Provides a detailed description of how to resolve a computer system fault	2
Provides a limited description of how to resolve a computer system fault	1
Subtotal	2
Technique 2:	
Provides a detailed description of how to resolve a computer system fault	2
Provides a limited description of how to resolve a computer system fault	1
Subtotal	2
Total	4
Answer could include, but is not limited to:	
Strategies will vary and depend upon the computer system fault used by the student. Common processes include:	
<ul style="list-style-type: none"> • check that power is supplied to computer • check that all plugs to all peripheral devices are correctly seated • check task manager for functionality of software • check help manual • contact help desk or ICT support 	

Sample assessment task

Applied Information Technology – Foundation – Year 11

Task 5 – Unit 1 – C11.3 Presentation software – Part B – Design, draft and produce

Assessment type: Project

Conditions

Period allowed for completion of the task: 1.5 weeks

Task weighting

10% of the school mark for this pair of units

This is the second task in a set of three tasks that requires you to create digital presentation on your favourite movie or video game (no higher than M Rating).

Each task in the set demonstrates one or more parts of the design process.

- Task 4: Presentation task – Part A – Investigate and plan
- **Task 5: Presentation task – Part B – Design, draft and produce**
- Task 6: Presentation task – Part C – Evaluate.

In this task, you will need to refer to your investigation and planning completed in Task 4. The target audience of your digital presentation is a friend in your class.

Section 1 – Design and draft

Ensure that your design and draft of your digital presentation includes following:

- an introductory slide – clearly indicating the topic and your full name
- a contents slide with hyperlinks to each slide within your digital presentation
- hyperlinks from each slide to the contents slide
- relevant information about your movie or video game
- relevant images from your movie or video game
- reasons why your chosen movie or video game is your favourite. (6 marks)

Your presentation **must** consist of approximately **ten (10)** slides. Use the template provided to design each slide. Your design and draft should include a sketch and information about the following features:

- fonts
- background
- animations
- transitions
- hyperlinks
- graphics/clip art
- bullets. (7 marks)

Your presentation will also be assessed on your use of each of the elements of design:

- shape
- space
- colour.

(6 marks)

Storyboard

Slide number:	
Heading font type, colour, size and style	
Font type, colour, size and style	
Background	
Animations	
Transitions	
Hyperlinks	
Images used	

Provide the completed design and draft of your storyboard for each slide to your teacher before you produce your digital presentation.

Total for Section 1 – Design and draft = 19 marks

Section 2 – Produce

Now you need to produce your **ten (10)** slide presentation using presentation software, such as Microsoft PowerPoint.

Ensure that you include in your presentation all the features and elements of your design and draft. (3 marks)

Ensure that your presentation contains the following:

- an introductory slide – clearly indicating the topic and your name (2 marks)
- functioning hyperlinks, that:
 - provide navigation to all slides within your presentation from contents page (3 marks)
 - provide navigation from all slides within your presentation to contents page (3 marks)
- relevant information about the movie or video game (4 marks)
- relevant images from the movie or video game (4 marks)
- appropriate reasons why you selected this movie or video game. (4 marks)

Your presentation **must** include the consistent use of the following features:

- fonts (3 marks)
- background (2 marks)
- animations (4 marks)
- transitions (4 marks)
- hyperlinks (4 marks)
- graphics/clip art (4 marks)
- bullets. (3 marks)

Your presentation **must** include the following elements of design:

- shape (3 marks)
- space (3 marks)
- colours. (3 marks)

When you have completed your presentation:

- save it with the following file name *digital_presentation_Task_5 <Your Name>* (1 mark)
- print the presentation with the following settings:
 - handouts – 6 slides horizontal
 - landscape orientation.

Submit to your teacher:

- an email with a digital copy of the finished presentation attached (1 mark)
- completed design and draft sheets (1 mark)
- printout of the slides in the required settings (2 marks)

Total for Section 2 – Produce = 61 marks

Total marks = 80

Marking key for sample assessment Task 5 – Unit 1

Section 1 – Design and draft	
Presentation structure	
Provides a draft of a digital presentation, on a favourite movie or video game of approximately ten (10) slides indicating the following: <ul style="list-style-type: none"> • introductory slide – clearly indicating the topic and your name • a contents slide with hyperlinks to each slide • hyperlinks from each slide to the contents slide • relevant information about your movie or video game • images about your movie or video game • reasons why it is your chosen movie or video game is your favourite 	1–6
Subtotal	6
Storyboard template design	
Provides a draft of a digital presentation with an appropriate indication of how each of the following features will be incorporated on each slide: <ul style="list-style-type: none"> • fonts (1) • background (1) • animations (1) • transitions (1) • hyperlinks (1) • graphics/clip art (1) • bullets (1) 	1–7
Subtotal	7
Use of the elements of design	
Indicates an appropriate use of the following elements of design on each slide: <ul style="list-style-type: none"> • shape • space • colour 	1–2 1–2 1–2
Subtotal	6
Total for Section 1 – Design and draft	19

Section 2 – Produce	
Digital presentation	
Is complete and includes all features identified in the design and draft	3
Is complete and includes most of the features identified in the design and draft	2
Is incomplete and includes some of the features identified in the design and draft	1
Subtotal	3
Presentation structure	
Provides a presentation that contains the following elements:	
• an introductory slide – clearly indicating the topic and your name	1–2
• functioning hyperlinks	
▪ to all slides within the presentation from the content page	1–3
▪ from all slides within the presentation to the contents page	1–3
• relevant information about the movie or video game	1–4
• relevant images from the movie or video game	1–4
• appropriate reasons why you selected this movie or video game	1–4
Subtotal	20
Digital presentation features	
Demonstrates an appropriate and consistent use of fonts	1–3
Subtotal	3
Demonstrates an appropriate and consistent use of backgrounds	1–2
Subtotal	2
Demonstrates an appropriate and consistent use of animations	3–4
Demonstrates a consistent use of transitions	1–2
Subtotal	4
Demonstrates an appropriate and consistent use of transitions	3–4
Demonstrates a consistent use of transitions	1–2
Subtotal	4
Demonstrates an appropriate and consistent use of hyperlinks	3–4
Demonstrates a consistent use of hyperlinks	1–2
Subtotal	4
Demonstrates an appropriate and consistent use of graphics/clipart	3–4
Demonstrates a consistent use of graphics/clipart	1–2
Subtotal	4
Demonstrates an appropriate and consistent use of bullets	1–3
Subtotal	3
Use of the elements of design	
Demonstrates an appropriate use of shape	1–3
Demonstrates an appropriate use of space	1–3
Demonstrates an appropriate use of colour	1–3
Subtotal	9
Submission	
Applies appropriate file naming convention to the presentation	1
Provides an email with a digital copy of the finished presentation attached	1
Provides a copy of all design and draft sheets (Storyboard)	1
Provides a printout of the slides with the required settings (landscape, 6 slides horizontal)	1–2
Subtotal	5
Total for Section 2 – Produce	61
Total for Section 1 – Design and draft	19
Total for Section 2 – Produce	61
Total	80

Sample assessment task

Applied Information Technology – Foundation – Year 11

Task 6 – Unit 1 – C11.3: Presentation software – Part C – Evaluate

Assessment type: Extended answer

Conditions

Time for the task: 60 minutes

Task weighting

5% of the school mark for this pair of units

This is the third in a set of three tasks that requires you to create digital presentation on your favourite movie or video game.

Each task in the set demonstrates one or more parts of the design process. The digital presentation demonstrating the design process over three assessment tasks:

- Task 4: Presentation Task – Part A – Investigate and plan
- Task 5: Presentation Task – Part B – Design, draft and produce
- **Task 6: Presentation Task – Part C – Evaluate**

In this task you are required to evaluate your digital presentation by reflecting upon your work in Task 4 and Task 5.

1. a) List **five (5)** features that you like of your digital presentation. (5 marks)

Feature 1: _____

Feature 2: _____

Feature 3: _____

Feature 4: _____

Feature 5: _____

- b) List **five (5)** features that you would like to improve of your digital presentation. (5 marks)

Feature 1: _____

Feature 2: _____

Feature 3: _____

Feature 4: _____

Feature 5: _____

2. a) Select **one (1)** feature in your digital presentation that you would like to improve. (1 mark)

Selected feature: _____

- b) Describe how you would improve that feature. (2 marks)

Improvement: _____

3. You created a time plan to help you manage your time throughout the creation of the digital presentation.

- a) Describe why time management is an important skill. (2 marks)

- b) Describe **three (3)** techniques you used to manage your time while you created your presentation. In your description, identify whether the selected techniques worked well or did not work well. (6 marks)

Feature 1: _____

Feature 2: _____

Feature 3: _____

4. You used a design process to create presentation.

a) Describe **two (2)** advantages of using a design process to create a digital presentation. (4 marks)

Advantage 1: _____

Advantage 2: _____

b) Describe **two (2)** disadvantages of using a design process to create a digital presentation. (4 marks)

Disadvantage 1: _____

Disadvantage 2: _____

5. The target audience of your digital presentation was a friend in your class. Describe, using examples, how the design of your digital presentation appeals to your target audience. (6 marks)

Total marks = 35

Marking key for sample assessment Task 6 – Unit 1

1. a) List **five (5)** features that you like of your digital presentation.

Description	Marks
Correctly lists five (5) features that the student likes of their digital presentation	1–5 (1 mark each)
Answers will vary depending upon the following:	
Note: the five identified features, that are liked will vary, depending upon the how the features have been used in this task.	

- b) List **five (5)** features that you would like to improve of your digital presentation.

Description	Marks
Correctly lists five (5) features to improve in the digital presentation	1–5 (1 mark each)
Answers will vary depending upon the following:	
Note: the five identified features will vary, depending upon the how the features have been used in this task.	
The features could be informed by the use of:	
<ul style="list-style-type: none"> • fonts, background, animations, transitions, hyperlinks, graphics/clip art, bullets • colour, line and/or shape • media elements or the movie or game chosen 	

2. a) Select **one (1)** feature in your digital presentation that you would like to improve.

Description	Marks
Identifies a relevant feature that could be improved in the digital presentation	1
Answers will vary depending upon the following:	
Note: the five identified features will vary, depending upon the how the features have been used in this task.	
The features could be informed by the use of:	
<ul style="list-style-type: none"> • fonts, background, animations, transitions, hyperlinks, graphics/clip art, bullets • colour, line and/or shape • media elements or the movie or game chosen 	

- b) Describe how you would improve that feature.

Description	Marks
Provides an appropriate description of a feature that could be improved	2
Provides a limited description of a feature that could be improved	1
Descriptions could include, but are not limited to:	
Note: the improvement to the feature will vary, depending upon the features have been used in this task	

3. You created a time plan to help you manage your time throughout the creation of the digital presentation.
- a) Describe why time management is an important skill.

Description	Marks
Provides an appropriate description of why time management is an important skill	2
Provides a limited description time management is an important skill	1
Descriptions could include, but are not limited to:	
Time is limited, accomplish more with less effort, make better decisions, be more successful, learn more, reduce stress, higher quality work, creates discipline, meet deadlines, helps to prioritise what needs to be done, less likely to get distracted.	

- b) Describe **three (3)** techniques you used to manage your time while you created your presentation. In your description, identify whether the selected techniques worked well or did not work well.

Description	Marks
Technique 1	
Provides an appropriate description of a technique used to manage time and its usefulness while working on the digital presentation	2
Provides a limited description of a technique used to manage time and its usefulness while working on the digital presentation	1
Subtotal	2
Technique 2	
Provides an appropriate description of a technique used to manage time and its usefulness while working on the digital presentation	2
Provides a limited description of a technique used to manage time and its usefulness while working on the digital presentation	1
Subtotal	2
Technique 3	
Provides an appropriate description of a technique used to manage time and its usefulness while working on the digital presentation	2
Provides a limited description of a technique used to manage time and its usefulness while working on the digital presentation	1
Subtotal	2
Total	6
Answer could include, but is not limited to:	
<ul style="list-style-type: none"> • time plan and journal • schedule of tasks to be performed • diary use • daily rubric 	

4. You used a design process to create your presentation.
 a) Describe **two (2)** advantages of using a design process to create a digital presentation

Description	Marks
Advantage 1	
Provides an appropriate description of an advantage of using a design process to create a digital presentation	2
Provides a limited description of an advantage of using a design process to create a digital presentation	1
Subtotal	2
Advantage 2	
Provides an appropriate description of an advantage of using a design process to create a digital presentation	2
Provides a limited description of an advantage of using a design process to create a digital presentation	1
Subtotal	2
Total	4
Answer could include, but is not limited to:	
<ul style="list-style-type: none"> • provides a framework for the development of a product • enables the process of design to be duplicated • assists the designer to identify what tasks are required and when task milestones or targets to be delivered • ensures that all involved in the development of the product work as a team • enables problem solving 	

- b) Describe **two (2)** disadvantages of using a design process to create a digital presentation.

Description	Marks
Disadvantage 1	
Provides an appropriate description of a disadvantage of using a design process to create a digital presentation	2
Provides a limited description of a disadvantage of using a design process to create a digital presentation	1
Subtotal	2
Disadvantage 2	
Provides an appropriate description of a disadvantage of using a design process to create a digital presentation	2
Provides a limited description of a disadvantage of using a design process to create a digital presentation	1
Subtotal	2
Total	4
Answer could include, but is not limited to:	
<ul style="list-style-type: none"> • prevents flexibility in the development of the product • requires a lot of resources and time 	

5. The target audience of your digital presentation was a friend in your class. Describe, using examples, how the design of your digital presentation appeals to your target audience.

Description	Marks
Provides a detailed explanation how the presentation appeals to the target audience with appropriate examples	5–6
Provides an appropriate explanation of how the presentation appeals to the target audience with appropriate examples	3–4
Provides a limited explanation of how the presentation appeals to the target audience however provides inappropriate or limited examples	1–2
Total	6
Answer could include, but is not limited to:	
<ul style="list-style-type: none"> • actual favourite movie/video game topic • effective colour scheme images used • text and language used • easy to use hyperlink system • easy to read font • visual impact • topics covered 	