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Design and Technology

Grades 1-8

Term 1 Practical Summative Assessment Specifications

2019 / 2020 Academic Year

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	Grade 1						
Marks	Time	Task Description	Domain/Skills				
20 marks	90 mins	 Teachers should prepare required materials during week 9. UNIT 5 STREAM Project in the Activity Book: Students must build a basic car that moves forward when pushed. Students should consider the shape of the car, its' weight, the shape of the tyres etc. to make sure the car travels as far as possible. Students may use a balloon, rubber band or any other suitable method to propel the car forward. 	 This task will ask students to demonstrate: An understanding of the project requirements Awareness of material properties Awareness of shapes Their ability to create a model An understanding of how to measure distance An understanding of how to test a model Knowledge of how to improve a model. 				

	Grade 2						
Marks	Time	Task Description	Domain/Skills				
20 marks	90 mins	 Teachers should prepare required materials during week 9. UNIT 5 STREAM Project in the Activity Book: Students must build a basic car that moves forward when pushed. Students should consider the shape of the car, its' weight, the shape of the tyres etc. to make sure the car travels as far as possible. Students may use a balloon, rubber band or any other suitable method to propel the car forward. 	 This task will ask students to demonstrate: An understanding of the project requirements. Awareness of material properties. Awareness of shapes. Their ability to create a model. An understanding of how to measure distance. An understanding of how to test a model. Knowledge of how to improve a model. 				

		Grade 3	
Marks	Time	Task Description	Domain/Skills
50 marks	90 mins	 Task based on Activity 5 in the Activity Book Theoretical & Planning (20 marks): Students should choose/specify a functional item to design. Students will plan the features of their design. Students will answer questions about the 3D printing process. Students will sketch 3 different ideas. Practical & Evaluation (30 marks): Students will create their design using 3D modelling software. Students will evaluate their design. 	 This task will ask students to demonstrate: Awareness of the design process. Knowledge of different product features. Awareness of 3D printing and size restrictions. Knowledge of 3D modelling software. Awareness of how to evaluate a design.

	Grade 4					
Marks	Time	Unit	Task Description	Domain/Skills		
50 marks	90 mins		 Practical (30 marks): Students will use block-based programming to create an animation to include at least 2 objects and a backdrop. Theoretical (20 marks): Students will answer 5 fill in the blank and 5 matching about variables, conditional statements, animation, message and sensing blocks. Students will read a given code and answer 5 true/false questions related to it. 	 This task will ask students to demonstrate: Ability to use and understand 'Loops.' Ability to use and understand 'sensing blocks'. Ability to use and understand sounds. Ability to use and understand 'motion blocks'. Ability to use and understand 'message blocks'. Ability to use and understand 'conditional statements.' Ability to understand 'variables'. 		

	Grade 5				
Marks	Time	Unit	Task Description	Domain/Skills	
50 marks	90 mins	3 & 4	 Practical (30 marks): Students will design and make a 3D game with a scoring system. Theoretical (20 marks): Students will answer 5 questions identifying characters and actions. Students have to understand and identify programming commands. 	 This task will ask students to demonstrate: How to create a new world with a terrain. Modify and enhance the terrain to make it interesting. Program a character to move, jump, bump and inspect objects in this terrain. Allocate points for completing certain actions. The game should display a message when a certain number of points are scored. 	

	Grade 6					
Marks	Time	Unit	Task Description	Domain/Skills		
50 marks	90 mins	4	 Practical (30 marks): Students will create a block-based program to display numbers and letters on the LED grid. Students will change the colours of the NeoPixels lights. Add suitable comments to the program Theoretical (20 marks): Students will complete a flowchart for the program Students will select and write the answers to the question about the block-based program they have used . 	 This task will ask students to program the microcontroller to: Run loops. Counting. Change colours of NeoPixels lights. Apply flowchart skills. 		

	Grade 7					
Marks	Time	Unit	Task Description	Domain/Skills		
50 marks	90 mins	3 & 4	 Practical (30 marks): Students will complete 2 programming tasks incorporating 'if' and 'for' commands. Students should be able to output a range of numbers. Theoretical (20 marks): Students will complete a flowchart for the program. Students will identify errors in given code. 	 This task will ask students to demonstrate: Use of 'if' and 'for'. Output a range of numbers. Flowchart skills. Identifying errors in code. 		

	Grade 8 & Grade 8 ASP				
Marks	Time	Units	Task Description	Domain/Skills	
50 marks	135 mins	Unit 1 (pages 34-53 only) & Unit 2	 Practical – 90 mins (30 marks): Students will design a functional product. They will draw isometric and orthographic views. Then, they will use a 3D modelling tool to create their design. Theoretical – 45 mins (20 marks): Students will answer 10 multiple choice questions (MCQs) about a technical drawing. Students will evaluate a design based on SWOT analysis. 	 This task will ask students to demonstrate: Ability to sketch isometric view. Ability to Sketch orthographic projections. Use 3D modelling tool to create design. Entrepreneurship. Ability to extract information and answer question about a technical drawing. Ability to evaluate a design based on SWOT analysis. 	