

تم تحميل هذا الملف من موقع المناهج الإماراتية



*للحصول على أوراق عمل لجميع الصفوف وجميع المواد اضغط هنا

<https://almanahj.com/ae>

* للحصول على أوراق عمل لجميع مواد الصف السابع اضغط هنا

<https://almanahj.com/ae/7>

* للحصول على جميع أوراق الصف السابع في مادة تصميم ولجميع الفصول, اضغط هنا

<https://almanahj.com/ae/7design>

* للحصول على أوراق عمل لجميع مواد الصف السابع في مادة تصميم الخاصة بـ الفصل الثالث اضغط هنا

<https://almanahj.com/ae/7design3>

* لتحميل كتب جميع المواد في جميع الفصول للـ الصف السابع اضغط هنا

<https://almanahj.com/ae/grade7>

للتحدث إلى بوت المناهج على تلغرام: اضغط هنا

https://t.me/almanahj_bot



Design Technology – Grade 7 Checkpoint 3 (CA)

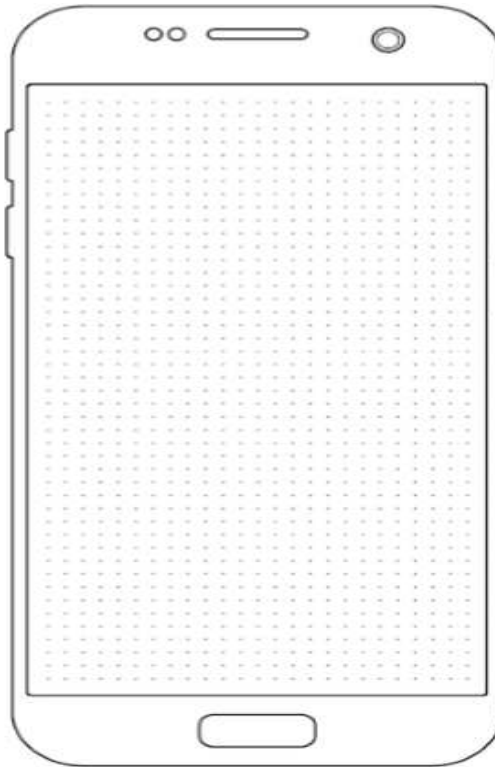
Instruction: Complete this Checkpoint Assessment. Save this file/image. Send to your teacher using LMS.

Student ID. / رقم الطالب			
Student Name / اسم الطالب			
School Name / اسم المدرسة			
Subject / المادّة	Design Technology		
Grade & Stream / الصف والمساار	Choose your Grade	Class / الشعبة	
Checkpoint Number	3	Date	Select Date

Task 1 of 2

On a blank paper:

- Write your name, grade, student ID and school name on the top of the paper.
- Sketch the outline of the smartphone image given below. Draw and label a good design for video player app. The video player app should have the following components:
 - a part to show the video (**2 marks**)
 - a play/ pause button (**2 marks**)
 - forward and reverse buttons (**2 marks**)
 - a slider for scrolling through the video (**2 marks**)
 - a slider for volume (**2 marks**)
- Take a photo of your drawing and send it to your teacher.





Task 2 Of 2

Write the correct order of steps to create the video player app using App Inventor. You can choose steps from the box below. One correct step is written for you. Complete this task, save it as “your name checkpoint 3” and send it as a word file to your teacher.

- Choose the correct settings for the user interface components in the properties section (e.g. colour, size)
- Test your app using the Emulator.
- In the Designer area, select the user interface components for your app and drag them to the viewer.
- ~~Start a new App Inventor project and give it a name~~
- Choose the correct code blocks for each user interface component and place them in the correct order.
- Go to the blocks section of App Inventor

Step 1: Start a new App Inventor project and give it a name

Step 2: _____ (1 mark)

Step 3: _____ (1 mark)

Step 4: _____ (1 mark)

Step 5: _____ (1 mark)

Step 6: _____ (1 mark)

Task 1 =	/10	Task 2 =	/5	Total Marks=	/15
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