

Answer Keys & Grading Notes

Objective-aligned exemplars, full-credit models, and the mistakes to watch for. **Do not distribute to students.**

True-up step: the objective sections below are built from the AP learning objectives. Paste your real Code.org prompts into chat and I'll fill exact question-by-question keys. The *AI-Proof Worked Answers* section matches the handwritten assignment exactly.

A · Iterative design process

Full-credit exemplar: Investigate → Design → Prototype → Test → repeat. Full credit names the stages AND shows evidence of at least one loop back (a change made because of testing).

Common mistakes: Treating design as one-and-done; no evidence testing changed anything; skipping user investigation.

B · Purpose / input-output

Element	What to look for
Purpose	One clear sentence: who it's for and what problem it solves.
Input	A user action or data the app takes in.
Output	What the app produces in response.

Common mistakes: Vague purpose ('a fun app'); confusing input with output; no named user.