

Unit 3 — Intro to App Design

Big Idea: CRD (Creative Development) | **Code.org unit:** Unit 3 | **Teacher:** _____ **Period:** _____

Your one-page map of everything graded in Unit 3: point values, weights, and the AP objective each item builds toward. Use it alongside the answer keys (folder 02) and the feedback bank (folder 05).

1 · Graded items and point values

Graded item	Points	Category	AP objective
User investigation & personas	15	Practice	CRD-1.B
Wireframe / prototype (App Lab)	20	Practice	CRD-2.B
Testing & feedback log	15	Practice	CRD-2.C
Design process quiz (15 Q)	15	Assessment	CRD-1/2
App Design Project + writeup AI-PROOF	50	Performance	CRD-2.A/2.B
Unit total	115		

AI-proofing: items marked **AI-PROOF** are the handwritten, in-class replacements (folder 03) you assign when a student's digital work trips the AI red-flags. Same AP objective, no shortcut.

2 · Suggested category weights (gradebook)

Category	Weight
Practice (formative)	25%
Assessment	25%
Performance task	50%

These weights are pre-loaded in the gradebook CSV (folder 04). Change one cell and every grade recalculates.

3 · AP learning-objective coverage (put this on the wall)

Track per class. If the class average on any objective is below 70%, re-teach it *before* the AP exam.

Objective	Students must be able to...
CRD-1.A	Explain how computing innovations are improved through collaboration.
CRD-1.B	Explain how a computing innovation's development is influenced by users/investigation.
CRD-2.A	Describe the purpose of a computing innovation (input, output, program function).
CRD-2.B	Use an iterative design process (investigate, design, prototype, test).
CRD-2.C	Identify and correct errors through testing and feedback.

4 · Grading order that saves time

1. **Quiz/assessment first** — objective, tells you instantly where the class stands.
2. **Skills work by station** — grade one item across the whole stack, then the next. 2–3× faster.
3. **Performance task last**, with the interactive grader (folder 06) open — click criteria, paste feedback.