

Instruction Sheet for the Candidate

Qualification	UI/UX Developer (Mobile App, Web & Game Development)
Competency Standard	Create Static Webpages
Purpose of Assessment	Formative Assessment
Candidate Details	Name_____
	Registration/Roll Number_____
Guidance for Candidate	<p>To meet this standard, you are required to complete the following within 04 Hrs. Time frame (for practical demonstration & assessment):</p> <ul style="list-style-type: none"> • Set-up environment • Plan to design web page • Design Webpage
Time: 04 Hrs.	During a practical assessment, under observation by an assessor, you are required to

Minimum Evidence Required	<ol style="list-style-type: none"> 1. Set-up environment <ol style="list-style-type: none"> 1. Explore / compare different platforms and their features 2. Choose the most suitable platform 3. Install the selected platform/software 2. Plan to design web page <ol style="list-style-type: none"> 1. Gather requirements of design 2. Identify important elements 3. Create basic page 3. Design Webpage <ol style="list-style-type: none"> 1. Use HTML tags and their attributes 2. Code HTML for the web page 3. Add text to the web page 4. Add images to the web page 5. Manage data in table and div tags through HTML or any Web designing software
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| | <ol style="list-style-type: none">6. Apply formatting7. Add links (hyperlinks) if needed8. Use WYSIWYG to add contents in a web page |
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Self-Assessment Checklist

Candidate Name	
Registration No.	
Qualification	UI/UX Developer (Mobile App, Web & Game Development)
Competency Standard	Create Static Webpages
Purpose of Assessment	Formative Assessment
Assessment Task	<ol style="list-style-type: none"> 1. Set-up environment 2. Plan to design web page 3. Design Webpage

I can.....

Performance Criteria	Yes	No
1. Explore / compare different platforms and their features	<input type="checkbox"/>	<input type="checkbox"/>
2. Choose the most suitable platform	<input type="checkbox"/>	<input type="checkbox"/>
3. Install the selected platform/software	<input type="checkbox"/>	<input type="checkbox"/>
4. Gather requirements of design	<input type="checkbox"/>	<input type="checkbox"/>
5. Identify important elements	<input type="checkbox"/>	<input type="checkbox"/>
6. Create basic Skelton	<input type="checkbox"/>	<input type="checkbox"/>
7. Explore HTML tags and their attributes	<input type="checkbox"/>	<input type="checkbox"/>
8. Code HTML for the web page	<input type="checkbox"/>	<input type="checkbox"/>
9. Add text to the web page	<input type="checkbox"/>	<input type="checkbox"/>
10. Add images to the web page	<input type="checkbox"/>	<input type="checkbox"/>
11. Manage data in table and div tags through HTML or any Web designing software	<input type="checkbox"/>	<input type="checkbox"/>
12. Apply formatting	<input type="checkbox"/>	<input type="checkbox"/>
13. Add links(hyperlinks) if needed	<input type="checkbox"/>	<input type="checkbox"/>
14. Use WYSIWYG to add contents in a web page	<input type="checkbox"/>	<input type="checkbox"/>

Candidate's Signature _____ Assessor's Signature _____

Date: _____

Assessors Judgment Guide

Qualification	UI/UX Developer (Mobile App, Web & Game Development)
Competency Standard	Create Static Webpages
Purpose of Assessment	Formative Assessment
Candidate Details	Name: _____ Registration/Roll Number: _____ Signature: _____
Assessment Outcome	<p>COMPETENT <input type="checkbox"/> NOT YETCOMPETENT <input type="checkbox"/></p> <p>Name of the Assessor _____</p> <p>Assessor's code: _____</p> <p>Signature: _____</p>

Assessment Summary (to be filled by the assessor)							
Activity	Method					Result	
Nature of Activity	Written	Oral	Observation	Portfolio	Role Play	Competent	Not Yet Competent
Practical Skill Demonstration	✓		✓				
Knowledge Assessment	✓	✓					
Other Requirement							

Observation Checklist

Assessment Task	<ol style="list-style-type: none"> 1. Set-up environment 2. Plan to design web page 3. Design Webpage 			
During the practical assessment, candidate demonstrated the following:		Yes	No	Remarks
1.	Explore / compare different platforms and their features			
2.	Choose the most suitable platform			
3.	Install the selected platform/software			
4.	Gather requirements of design			
5.	Identify important elements			
6.	Create basic Skelton			
7.	Explore HTML tags and their attributes			
8.	Code HTML for the web page			
9.	Add text to the web page			
10.	Add images to the web page			
11.	Manage data in table and div tags through HTML or any Web designing software			
12.	Apply formatting			
13.	Add links(hyperlinks) if needed			
14.	Use WYSIWYG to add contents in a web page			
Competent <input type="checkbox"/>		Not Yet Competent <input type="checkbox"/>		

Knowledge Assessment

Qualification	UI/UX Developer (Mobile App, Web & Game Development)
Competency Standard	Create Static Webpages
Purpose of Assessment	Formative Assessment
Candidate Details	Name: _____ Registration/Roll Number: _____ Candidate Signature: _____
Assessment Outcome	<p>COMPETENT <input type="checkbox"/> NOT YETCOMPETENT <input type="checkbox"/></p> <p>Name of the Assessor: _____</p> <p>Assessor's code: _____</p> <p>Signature of the Assessor: _____</p>

Candidate's response is not required to be identical, but similar concepts and/or keywords must be used. Oral questioning may be used to clarify candidate understanding of topic and its application.

	Questions (Candidate confidently answered questions correctly and demonstrated understanding of the topics and their application)	Satisfactory	Not Satisfactory
1.	Apart from tag, what other tag makes text bold? 		
2.	HTML tags are surrounded by which type of brackets? 		
3.	What is WYSIWYG?		

4.	Differentiate between Static and Dynamic Web Pages		

Feedback to the Candidate

Candidate's Signature _____ Assessor's Signature _____