

Instruction Sheet for the Candidate

Qualification	Theme Developer (Mobile App, Web & Game Development)
Competency Standard	Design web view layout for mobile using frontend frameworks
Purpose of Assessment	Formative Assessment
Candidate Details	Name_____ Registration/Roll Number_____
Guidance for Candidate	To meet this standard, you are required to complete the following within 03 Hrs. time frame (for practical demonstration & assessment): <ol style="list-style-type: none"> 1. Explore basic Layout Design 2. Identify Responsive Mobile Layout concepts 3. Design Mobile Layouts
Time: 03 Hrs.	During a practical assessment, under observation by an assessor, you are required to
Minimum Evidence Required	Explore basic Layout Design <ol style="list-style-type: none"> 1. Identify Grids, Gutters, Margins 2. Identify Vertical Rhythm Identify Responsive Mobile Layout concepts <ol style="list-style-type: none"> 1. Discover screen compatibility e.g. Screen sizes, layouts etc. 2. Develop layouts for different screen sizes and pixel densities 3. Apply breakpoints for different screen sizes through media queries Design Mobile Layouts <ol style="list-style-type: none"> 1. Apply Grid Systems like Bootstrap 2. Create Vertical Grid & Vertical Rhythm 3. Balance Layout and properly use white space blocks 4. Design Mobile Responsive Layout

Self-Assessment Checklist

Candidate Name	
Registration No.	
Qualification	Theme Developer (Mobile App, Web & Game Development)
Competency Standard	Design web view layout for mobile using frontend frameworks
Purpose of Assessment	Formative Assessment
Assessment Task	<ul style="list-style-type: none"> • Explore basic Layout Design • Identify Responsive Mobile Layout concepts • Design Mobile Layouts

I can.....

Performance Criteria	Yes	No
1. Identify Grids, Gutters, Margins	<input type="checkbox"/>	<input type="checkbox"/>
2. Identify Vertical Rhythm	<input type="checkbox"/>	<input type="checkbox"/>
3. Discover screen compatibility e.g. Screen sizes, layouts etc.	<input type="checkbox"/>	<input type="checkbox"/>
4. Develop layouts for different screen sizes and pixel densities	<input type="checkbox"/>	<input type="checkbox"/>
5. Apply breakpoints for different screen sizes through media queries	<input type="checkbox"/>	<input type="checkbox"/>
6. Apply Grid Systems like Bootstrap	<input type="checkbox"/>	<input type="checkbox"/>
7. Create Vertical Grid & Vertical Rhythm	<input type="checkbox"/>	<input type="checkbox"/>
8. Balance Layout and properly use white space blocks	<input type="checkbox"/>	<input type="checkbox"/>
9. Design Mobile Responsive Layout	<input type="checkbox"/>	<input type="checkbox"/>

Candidate's Signature _____ Assessor's Signature _____

Date: _____

Assessors Judgment Guide

Qualification	Theme Developer (Mobile App, Web & Game Development)
Competency Standard	Design web view layout for mobile using frontend frameworks
Purpose of Assessment	Formative Assessment
Candidate Details	Name: _____ Registration/Roll Number: _____ Signature: _____
Assessment Outcome	COMPETENT <input type="checkbox"/> NOT YET COMPETENT <input type="checkbox"/> Name of the Assessor _____ Assessor's code: _____ Signature: _____

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	<ul style="list-style-type: none"> Explore basic Layout Design Identify Responsive Mobile Layout concepts Design Mobile Layouts 			
During the practical assessment, candidate demonstrated the following:		Yes	No	Remarks
1.	Identify Grids, Gutters, Margins			
2.	Identify Vertical Rhythm			
3.	Discover screen compatibility e.g. Screen sizes, layouts etc.			
4.	Develop layouts for different screen sizes and pixel densities			
5.	Apply breakpoints for different screen sizes through media queries			
6.	Apply Grid Systems like Bootstrap			
7.	Create Vertical Grid & Vertical Rhythm			
8.	Balance Layout and properly use white space blocks			
9.	Design Mobile Responsive Layout			
Competent <input type="checkbox"/>		Not Yet Competent <input type="checkbox"/>		

Knowledge Assessment

Qualification	Theme Developer (Mobile App, Web & Game Development)
Competency Standard	Design web view layout for mobile using frontend frameworks
Purpose of Assessment	Formative Assessment
Candidate Details	Name: _____ Registration/Roll Number: _____ Candidate Signature: _____
Assessment Outcome	<div style="display: flex; justify-content: space-around; align-items: center;"> COMPETENT <input type="checkbox"/> NOT YET COMPETENT <input type="checkbox"/> </div> Name of the Assessor: _____ Assessor's code: _____ Signature of the Assessor: _____

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.	Define Grids, Gutters?		
2.	How set the screen sizes and pixel densities?		
3.	Differentiate between Vertical Grid & Vertical Rhythm?		

4.	Define display cutouts		

Feedback to the Candidate	
Candidate's Signature _____	Assessor's Signature _____