

Unit Title: Creating a Native App	
Level:	Two
Credit Value:	4
GLH:	32
OCNLR Unit Code:	CL1/2/LQ/002
Ofqual Unit Reference Number:	D/617/1254

This unit has 3 learning outcomes

LEARNING OUTCOMES	ASSESSMENT CRITERIA
The learner will:	The learner can:
1. Be able to design a native mobile app.	1.1. Plan a native mobile app to address a specific market, that identifies: <ol style="list-style-type: none"> a) purpose of the app; b) platform(s) (e.g. Android, IOS); c) software and coding requirements; d) pre-defined/ready-made open-source code and assets to be used; e) functionality – including input, output and control structures f) graphical layout of the app.
2. Be able to create and trial a native mobile app.	2.1. Develop the app, using an appropriate development environment, to the agreed specifications. 2.2. Test and debug the app to ensure it meets the specifications.
3. Be able to alpha test and improve a native mobile app.	3.1. Gather feedback on the quality and usability of the app from at least two test users. 3.2. Improve at least one feature of the app based on feedback received.

Assessment

The grid below provides suggestions for the types of assessment activities that can be used with the unit attached to provide evidence for the learner's portfolio. Please refer to the OCN London Assessment Guidance document for definitions of each activity and the expectations for assessment practice and evidence for moderation.

Case Study		Project	✓
Written question & answer/test/exam		Role play/simulation	
Essay		Practical demonstration	✓
Report	✓	Group discussion	
Oral question and answer		Performance/exhibition	
Written description	✓	Production of artefact	✓
Reflective log/diary		Practice file	✓