

Unit Title: Introduction to Mobile App Development	
Level:	Two
Credit Value:	4
GLH:	32
OCNLR Unit Code:	CN0/2/LQ/012
Ofqual Unit Reference Number:	F/616/8900

This unit has 3 learning outcomes

LEARNING OUTCOMES	ASSESSMENT CRITERIA
The learner will:	The learner can:
1. Be able to design a mobile app.	1.1. Plan a simple mobile app to address a given brief, that identifies: <ul style="list-style-type: none"> a) Purpose of the app; b) Platform (e.g. Android, IOS); c) Software and coding requirements; d) Pre-defined/ready-made 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 mobile app.	2.1. Develop the app, using an appropriate development environment, to meet the set brief. 2.2. Test and debug the app to ensure it meets the set brief.
3. Be able to review and improve a mobile app.	3.1. Gather feedback on the quality and usability of the app. 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	