

Instruction Sheet for the Candidate

Qualification	JavaScript Programmer (Mobile App, Web & Game Development)
Competency Standard	Develop Logic in Java Script programming
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): <ul style="list-style-type: none"> • Visualize the Logic • Write Generalized Logic
Time: 03 Hrs.	During a practical assessment, under observation by an assessor, you are required to
Minimum Evidence Required	Visualize the Logic <ol style="list-style-type: none"> 1. Analyze the given problem to visualize 2. Solve the given problem using flowchart Write Generalized Logic <ol style="list-style-type: none"> 1. Convert the given problem into pseudo-code 2. Convert the pseudo-code to generalize algorithm

Self-Assessment Checklist

Candidate Name	
Registration No.	
Qualification	JavaScript Programmer (Mobile App, Web & Game Development)
Competency Standard	Develop Logic in Java Script programming
Purpose of Assessment	Formative Assessment
Assessment Task	<ul style="list-style-type: none"> • Visualize the Logic • Write Generalized Logic

I can.....

Performance Criteria	Yes	No
1. Analyze the problem to visualize	<input type="checkbox"/>	<input type="checkbox"/>
2. Solve problem using flowchart	<input type="checkbox"/>	<input type="checkbox"/>
3. Convert the given problem into pseudo-code	<input type="checkbox"/>	<input type="checkbox"/>
4. Convert the pseudo-code to generalize algorithm	<input type="checkbox"/>	<input type="checkbox"/>

Candidate's Signature _____ Assessor's Signature _____

Date: _____

Assessors Judgment Guide

Qualification	JavaScript Programmer (Mobile App, Web & Game Development)
Competency Standard	Develop Logic in Java Script programming
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"> Visualize the Logic Write Generalized Logic 		
During the practical assessment, candidate demonstrated the following:	Yes	No	Remarks
1. Analyze the problem to visualize			
2. Solve problem using flowchart			
3. Convert the given problem into pseudo-code			
4. Convert the pseudo-code to generalize algorithm			
Competent <input type="checkbox"/>		Not Yet Competent <input type="checkbox"/>	

Knowledge Assessment

Qualification	JavaScript Programmer (Mobile App, Web & Game Development)
Competency Standard	Develop Logic in Java Script programming
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.	Differentiate between Pseudo Code and Flow Chart.		
2.	Name any two symbols used in flowchart.		
3.	Which symbol is used to apply if-conditional in flowcharts?		

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