SOLO taxonomy: Creating a digital game (9-10)

We are designing and creating a digital game for a particular audience.				
SOLO LEVEL	**One**	**Many**	**Relate**	**Extend**
SOLO VERB	***Identify and define***	***Combine and perform serial skills***	***Apply and integrate***	***Create and evaluate***
Success criteria	I can **decompose** a problem into smaller parts, focusing on the important information I can **define** what the digital game is required to do and **identify** the functional and non-functional requirements I can **view** some code and identify where classes have been used following OOP principles	I can **complete** a table that describes how classes can be used to associate variables and functions I can **describe** how classes are used in object-oriented programming (OOP) language	I can **remix** an example code that has a way of structuring classes, and I can modify it with support to create a new program for a game I can **complete** an algorithm as a flowchart with support I can **complete** an algorithm as using structured English with support	I can **create** an algorithm to describe the flow of interactions for the design of a digital game I can **implement** OOP principles using a relevant programming language such as Python I can **incorporate** graphics to improve user interface using a library such as PyGame when programming in Python I can **evaluate** the usefulness of the programming and the interface of the digital solution
Digital technologies Way of thinking	Computational thinking	Computational thinking	Computational thinking	Design thinking

As learning progresses, it becomes more complex. SOLO stands for the Structure of the Observed Learning Outcome. It is a means of classifying learning outcomes in terms of their complexity. It can help differentiate a task to enable students to operate at their level and provide learning tasks that are progressively more challenging.

For more about SOLO Taxonomy refer to these websites

[John Biggs Solo Taxonomy]

[HookED: Solo Taxonomy]