

# Internal Assessment Sample Tasks

**NCFE Level 3 Certificate in User Experience/User  
Interface (UX/UI)  
QN: 603/7619/3**

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## Introduction

We have created a set of sample tasks which you can contextualise to suit the needs of your learners to help them build up their portfolio of evidence. The tasks have been designed to cover all the learning outcomes for the unit and provide opportunities for stretch and challenge.

To allow you the freedom to apply local or topical themes appropriate to your learners, we have left the subject of the tasks open for you to design for each unit. You should plan the subject and apply the brief to the tasks in a way that suits your learners and relates to local need.

If you choose to create your own internal assessment tasks, they must:

- be accessible and lead to objective assessment judgements
- permit and encourage authentic activities where the learner's own work can be clearly judged
- permit effective discrimination between learners operating at different levels

More information can be found in the following document on our secure website delivering our qualifications – assessment and internal quality assurance guidance.

The learning outcomes for the units can be found in section 2 of the qualification specification.

## **Supervision of learners**

Tutors should offer support and guide learners when carrying out work that is internally assessed.

Tutors should supervise the work carried out by learners to:

- monitor their progress
- prevent plagiarism
- ensure that any practical work is undertaken safely and in accordance with health and safety requirements
- ensure that the work completed is in accordance with the qualification specification and is suitable for internal assessment

Any work submitted for assessment must be authenticated and attributable to the learner.

The tutor must be satisfied that the work produced is the learner's own and the learner must declare that the work is their own.

## **Supporting learners**

Tutors/assessors are also responsible for supporting learners through the assessment process to ensure that they are able to create and redraft/revise work independently.

Tutors/assessors may:

- help the learner to understand the concept of work-related work, applied learning and vocational qualifications
- help the learner to understand how to prepare and present their evidence, including what constitutes plagiarism and other forms of cheating
- motivate the learner to work consistently through the programme, including helping them work to deadlines
- encourage the learner to take the initiative in making improvements to their work but stop short of telling them the detail of the improvements to make
- provide reference material; however, model or worked answers should not be copied by the learner

**Assessment task – Unit 04 User experience (UX) design (R/618/7628)****Task 1**

Produce a wireframe of between 1 and 3 pages/screens. Evidence to be designed and presented in the form of a visual presentation of wireframes (sketched or using relevant software packages).

**Task (AC 7.1)**

Create wireframes for between 1 to 3 pages/screens to diagrammatically represent a piece of end-user functionality such as e-commerce checkout process. These should range from the simplest type to the most complex: scamp/layout wireframes (content placement), low-fidelity wireframe (colours, fonts indicated), high-fidelity wireframe (sizes, image placement).

The wireframes should communicate the following details: structure, content, informational hierarchy, functionality, behaviour.

During the wireframing process and in your visual presentation, consider: what are some ways the application will help customers accomplish their goals? How do you know this solution will work?

You should consider presenting different types of wireframes.

You must create some supplementary information by annotating the wireframes.

**Types of evidence:**

visual presentation of wireframe diagrams using software programmes (for example, Visio, Photoshop, MockFlow, Balsamiq) supplementary evidence in the form of annotated wireframes that describe content and functionality and the reason and purpose for each.

**Assessment task – Unit 05 User interface (UI) design (Y/618/7629)****Task 1**

Create a presentation on the 5 visual design principles in UX/UI design process.

**Task (AC 1.3)**

The presentation should contain information on each of the 5 design principles: scale, visual hierarchy, balance, contrast and Gestalt principles, with slides containing textual information on each principle and include at least one visual example of each principle.

The presentation will include a title page displaying the learning outcomes and a references page for any images, quotes or articles referenced in the presentation.

The presentation should consist of between 10 to 15 slides; the notes section of the software can be used to expand on some of the topics covered in the presentation, which could include real world examples, or an alternative word/text document could be used.

**Types of evidence:**

- PowerPoint presentation, Prezi presentation
- supplementary evidence in the form of a Word/text document

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