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|  | <b>MARIST BROTHERS OF THE SCHOOLS<br/>CHAMPAGNAT PASTO INSTITUTE</b> |                       |  |
|                                                                                  | Name:                                                                | Date: April, 2026     |                                                                                    |
|                                                                                  | Grade: 8 <sup>th</sup>                                               | Term: 1 <sup>st</sup> |                                                                                    |
|                                                                                  | Area/ Subject: Technology and computing                              | Mark:                 |                                                                                    |

**Objective** I apply my knowledge of UX and OneDrive a reinforcement /enrichment activity.

## REINFORCEMENT OR ENRICHMENT ACTIVITY: UX & Cloud Challenge

**Instrucciones:** Lee cada situación y elige la mejor solución basada en las reglas de diseño y el uso de la nube.

### Key Vocabulary

| English           | Spanish            | Definition                                           |
|-------------------|--------------------|------------------------------------------------------|
| Empathy           | Empatía            | Understanding the user's needs and feelings.         |
| Simplicity        | Simplicidad        | Keeping the design clean and easy to understand.     |
| Consistency       | Consistencia       | Using the same styles and colors in all screens      |
| Feedback          | Retroalimentación  | A response or reaction from the app after an action. |
| User (UI)         | Usuario / Interfaz | The person using the app and the visual design.      |
| Mockup            | Prototipo / Boceto | A visual model or "fake" version of the app.         |
| Button            | Botón              | A clickable element to perform an action.            |
| OneDrive          | OneDrive           | A cloud service to store and share files online.     |
| Share / Link      | Compartir / Enlace | Giving access to others via a digital URL.           |
| Allow Editing     | Permitir edición   | A permission that lets others modify your file.      |
| Upload / Download | Subir / Descargar  | Moving files to or from the cloud.                   |
| Autosave          | Autoguardado       | <u>Saving changes</u> automatically as you work.     |



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## PART 1: UX Design Rules

**1. Situation:** A student is designing a "Music App". The "Play" button is a blue triangle on one screen, but a green square on the next screen. **The user is confused.** What rule is missing?



- A) Feedback
- B) Consistency
- C) Empathy

**2. Situation:** In a "Cooking App", the main screen has 50 different buttons, 10 images, and 3 videos playing at the same time. **The user can't find the recipes.** How can we fix this?



- A) Using **Simplicity**: remove unnecessary elements.
- B) Using **Feedback**: add more sounds.
- C) Using **OneDrive**: change the folder name.

**3. Situation:** A user clicks on "Delete Photo" in a gallery app, but nothing happens on the screen. The user clicks 10 times because **they don't know if it worked.** What is the problem?



- A) There is no **Feedback**.
- B) The app has too much **Simplicity**.
- C) The app is not in the **Cloud**.

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**4. Situation:** You are designing an app for "Senior Citizens" (Grandparents). The text is very small and the colors are light gray. **The users cannot read the menu.** What rule did you forget?



- A) Consistency
- B) OneDrive Syncing
- C) Empathy

**5. Situation:** In your PowerPoint mockup, every time a user completes a task, a small "Gold Medal" icon appears with a sound. **This makes the user feel successful.** This is an example of:



- A) Positive **Feedback**.
- B) Bad **Consistency**.
- C) Low **Simplicity**.

## PART 2: OneDrive

**1. Situation:** Two students are working on the same PowerPoint for their app. Student A is in the library and Student B is at home. How can they work together at the same time?



- A) Using a USB Flash Drive.
- B) Sharing a folder in **OneDrive** with "Allow Editing" permissions.
- C) Sending the file by email every 5 minutes.

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2. **Situation:** You finished your mockup, but your computer broke! You need to present the project in 5 minutes. If you saved your file in OneDrive, what can you do?



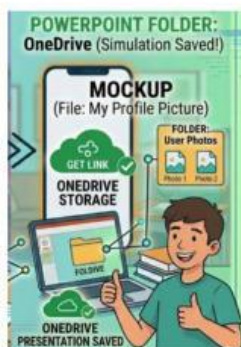
- A) Nothing, the project is lost.  
B) Use another computer, log in to your account, and open the file from the **Cloud**.  
C) Buy a new computer and restart the design.

3. **Situation:** You shared a folder with your teacher, but the teacher says: "I can see the file, but I cannot write comments or **What was the mistake?** Correct it."



- A) You didn't check the "**Allow Editing**" box.  
B) You used too much **Simplicity**.  
C) The teacher doesn't have internet.

4. **Situation:** Your app needs a "Profile Picture". You want to simulate this. You create a button in PowerPoint that opens a specific folder where the user can see their photos. **Where should that folder be?**



- A) In the "Recycle Bin".  
B) In a shared **OneDrive** folder.  
C) On the local Desktop of the school computer.