

	MARIST BROTHERS OF THE SCHOOLS CHAMPAGNAT PASTO INSTITUTE		
	Name:	Date: April, 2026	
	Grade: 8 th	Term: 1 st	
	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?



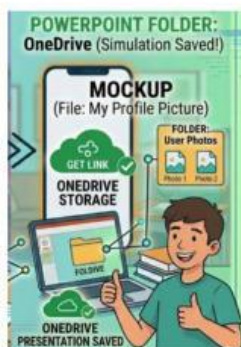
- A) Nothing, the project is lost.
B) Use another computer, log in to your account, and open the file from the **Cloud**.
C) Buy a new computer and restart the design.

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.