

Topic 1.1: Collaboration

LO: CRD-1.A, CRD-1.B, CRD-1.C | Skill: 1.C, 6.A | Scenario: 1A: The TideTrack App Team

Worksheet — Topic 1.1

Complete all three parts. Use complete sentences in Parts 2 and 3.

Part 1 — Vocabulary match (5 points)

Match each term to its definition. Write the letter of the definition next to the term.

Term	Your answer	Definition
Pair programming	D	A model where two people share one computer to write code together.
Navigator	B	The partner who reviews each line of code and keeps the plan in mind.
Bias	E	When a product works well for some users but poorly for others.
Consensus building	A	Working toward a decision the whole team can support.
Negotiation	C	Trading and compromising so the team can move forward.

Part 2 — Missing perspectives (6 points)

Read the short scenario below, then answer the two questions that follow.

SCENARIO

A four-person student team is building StudySprint, an app that sends study reminders. All four students have new phones, fast home internet, and perfect color vision. They finish the app and it works great on their own devices. When they test it with classmates, three problems surface: the reminder text is light gray and hard to read, the app feels slow on older phones, and the only way to dismiss a reminder is a tiny button in the top-right corner.

(a) For **two** of the three problems, name the kind of user the team failed to consider, and explain why their own backgrounds made the problem easy to miss.

- **Light gray text** — users with lower vision or who use the app in bright light. The team all had perfect color vision and never tested low-contrast readability.
- **Slow on older phones** — users with older or budget devices. The whole team had new phones, so performance problems were invisible to them.
- **Tiny dismiss button** — users with larger fingers, motor-control differences, or anyone in a hurry. The team did not test how easy the control was to reach.

(b) Describe **one specific change** to how this team works that would help them catch problems like these *before* shipping.

Model answer: The team should test with real users who are different from themselves — for example, classmates with older phones or family members with weaker eyesight — and gather feedback early instead of only testing on their own devices. Adding even one teammate with a different perspective, or simply consulting potential users during design, would surface these gaps sooner.

Part 3 — Pair programming in action (4 points)

Maya and Theo are pair programming. Maya is typing the code. Theo notices she is about to repeat a chunk of code three times instead of using a loop. In 2-3 complete sentences, explain what Theo (the navigator) should do, and what he should *not* do. Use the words driver and navigator.

Model answer: As the navigator, Theo should point out the repetition and suggest a loop, explaining his reasoning so Maya understands the idea. He should let Maya, the driver, keep control of the keyboard and make the change herself rather than grabbing the keyboard or typing it for her. The navigator guides and reviews; the driver does the typing.