**U3Ch1L3\_Project Design an App Part 1**

**Purpose**: Students will learn how to design the user interface for an App.

Vocabulary:

**Journal**: Have you ever used an App in which the user interface did not meet your needs? What was the problem?

**Activity**: Begin Designing Your App!

**Handout**: "App Development Planning Guide." - This is the first of several Apps the students will develop.

* Investigate and Reflect
  + Brainstorm Topic Ideas
  + Choose One Topic
  + Interview your Classmates
* Design Phase
  + Create a Program Specification
* Building Phase
  + Start Building Your App
* Testing Phase
  + Testing & Feedback
  + Pick Improvements
  + Complete Your App.
* Reflection
  + Question #1: Purpose? Functionality? Input & Output?
  + Question #2: What part of App was changed as a result of Feedback? Who provided the idea? What was it? Did it improve your App.