

Unit 3 – Intro To App Design

Handout Lesson 1 & Lesson 2

Log onto: Code.org. U3Ch1L1: Introduction To Apps

The Pre-Unit Pulse: Answer the online questions, #1 - #3

Journal: Follow lessons: #4 - #8 and answer these questions:

a. How does the user interact with the App?

b. _____
What is the purpose of the App?

c. _____
Who is the target of the audience?

Journal: Explore Apps #9- #13 and Answer the following questions.

What are the Inputs?

What are the Outputs?

U3Ch1L2_ Introduction To Design Mode

Journal: Think of two phone Apps that you like to use. Quickly draw the interface of both. Compare them. State the similarities and differences in how you interact with them.

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Activity: Log on to Code.org / U3Ch1L2 " Explore Screens #1- #7 Design Mode Exploration."

Follow the directions in order to learn how to Design your own App.

- Screen 1: Time to play and learn...try changing everything!
- Screen 2: Follow the directions in the Instructions Window (scroll). - Elements.
- Screen 3: Follow the directions - Colors.
- Screen 4: Follow the directions - Images.
 - In order to bring an image/icon onto the screen – GoTo: Workspace/Image/Choose – then select either ‘My Files’ / ‘Link to Image’ / ‘Icons’
- Screen 5: Follow the directions - Add Icons.
- Screen 6: Follow the directions - Add Meaningful Names
- Screen 7: Recreate the shown design interface.