

SLOs:

- **Create** at least one functioning app that utilizes 4 screens. All apps should be functional, user-friendly, and have the capability to go back and return to a home screen.
- **Reflect** about their app development processes through individual writing, and small and large-group discussions.
- **Edit and refine** their apps after receiving verbal and/or written peer feedback in order to fully implement the design process.
- **Question** whether or not their apps are “done,” and consider what edits could be made.

Last time...

- We talked about conditionals
- We finished up (hopefully) the design of our apps
- We started to use coding blocks in App Lab to connect our screens together

We're going to talk more about some useful coding tricks today, but I want to show you an example of one piece of **software** that solves problems.

(<https://www.zooniverse.org/projects/marckuchner/backyard-worlds-planet-9>)

Apps are pieces of software meant for mobile devices. This is just one example of how we can use software to solve problems and bring people together.

Before we start coding today, we are going to spend a bit of time thinking about where our app ideas started and where we see them going over the next 2 and a half days.

We have today, next time, and then about 30-40 minutes during the last day to work on our apps during Tech Time.

1. Circle up

2. Guidelines:

Every student has 1 minute to give an **elevator speech**

Elevator speech: The ability to give a quick, to the point speech about your current work

3. Questions to cover in elevator speech:

What was your ORIGINAL app idea?

How has your idea changed?

Who is the USER of your app?

After group reflection, time to get CHROMEBOOKS and log on.

LOOPS

While students start to code, bring up the idea of LOOPS. What are they? Watch

Flocabulary Loops video: <https://www.flocabulary.com/unit/coding-for-loops/>

CHEAT SHEET

Hand out basics cheat sheet (covers UI Controls, Data, Controls, and Variables) for easy reference

With 15 minutes left:

10 minutes: Likes N Gripes

1. Partner up!
2. Use the app for about a minute.
3. Write at least 2 likes and at least 2 gripes.

5 minutes left: End of day reflection in Socrative.