Day 1
Pre-Design Investigation

Today's objectives:
1. Ask questions about apps and how they are used in their personal, school, and social lives.
2. Explain what apps are, why they are important, and how they can be used to solve problems.
3. Identify the kinds of apps they use and/or like and justify why these apps are "good."

5 min: Introductions
   ● Students share names, grade/teacher, and fact (favorite/least favorite food, what they want to be when they grow up, a cool vacation they've been on, favorite hobby, etc.)

10 min: Collaborative "get to know each other" exercise
   ● CUP CHALLENGE!
   ● Groups of 4 (rubber band with 4 strings tied to it)
   ● Each group gets six cups. Must work together to move from the starting position to a pyramid using only their tool.
   ● THINK about how you communicate with each other! How do you give instructions or ask questions? This is a GROUP exercise so it's important to all be on the same page.
   ● Set timer for 10 minutes at the start of this activity

Brief discussion: One thing you learned? A struggle your group had? What did you do well?

10 min: Let's ask questions
   ● Get out poster board
   ● Give each student a post it note
   ● Write on the post it note ONE QUESTION you have about apps, then I will collect them and put them on the poster board
   ● Read questions and continue to take questions for the poster board.
   ● We will save this and try to answer all of the questions together!

5 min: What are apps?
   ● Prompt the group-- what are apps?
      ○ Apps are software made specifically for mobile devices.
   ● IMPORTANT: Apps are usually designed for a specific purpose. They solve a specific problem. Can you think of any examples of this?

15 min: OUR favorite apps
   ● Now that we've asked some questions about apps and know what apps ARE, I want to spend the rest of our time talking about and learning about our group's favorite apps.
   ● We are going to try out a tool that we'll use from time to time called Socrative. Have you used it before?

- Socrative is a tool so that everyone in the group can contribute because everyone's voice should be heard!

5 min: get out computers
- Today, it won't matter so much what computers we use, but next time we will sign them out and continue to use the same one each day so that you can save images on your desktop and use them every week.

5 min: time to respond to Our Favorite Apps on Socrative
- Name 3 of your favorite apps

20 min: Looking at our favorite apps
- REMINDER: During App Authors, we are going to work collaboratively, as a group, A LOT. This is how programmers work together! So, if you have trouble or are confused, make sure you ask two of your classmates before you ask me or a classroom helper.
- The rest of the time is for YOU to look up some information about your favorite apps. We won't be PLAYING them, but I want you to do some research about who made your app, what your app looks like, and think about what PROBLEM it might solve
- Pay attention to the DESIGN of your apps. How do they look? Do you like the way they look?
- *Hand out App Investigation Worksheets*. I am giving you a small handout that has some questions to ask yourself. Use this paper to take some notes as you look up information about your apps.

5 min: Recap:
- What is an app?
- What does an app do?
- What makes an app GOOD, in your opinion?
- What are some things about your favorite apps that you might like to imitate (or copy) on your own app?

NEXT TIME: We will start designing our own apps. Until then, think about a problem you'd like your app to solve. Maybe try to come up with some ideas for apps you'd like to make!