

<b>Unit Title</b>	<b>Creating apps</b>				
<b>Subject group and discipline</b>	<b>year 8 digital design</b>	<b>MYP year</b>	<b>2</b>	<b>Unit duration (hrs)</b>	<b>12</b>

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<b>Key concept</b>	<b>Related concept(s)</b>	<b>Global context</b> <i>choose 1 and then drill down to exactly which aspect of these the unit will focus on</i>
Development	Innovation,	Personal and cultural expression Expression through designing an interactive app.
<b>Statement of inquiry</b>		
One can express creativity by developing innovative interactive tools.		
<b>Inquiry questions</b>		
<p><b>Factual—</b>            What is a GUI?            What is event driven programming?</p> <p><b>Conceptual—</b>            How do we decompose a problem?            What user needs should be considered when creating a project?</p> <p><b>Debatable—</b>            What makes a user friendly interface?            What makes a good application?</p>		

Objectives	Summative assessment	
<p><b>Objective B: Developing ideas</b></p> <p>i. Develop a design specification, which outlines the success criteria for the design of a solution based on the data collected</p> <p>ii. present a range of feasible design ideas, which can be correctly interpreted by others</p> <p>iii. present the chosen design and outline the reasons for its selection</p> <p>iv. develop accurate planning drawings/diagrams and outline requirements for the creation of the chosen solution.</p> <p><b>Objective C: Creating the solution</b></p> <p>i. Construct a logical plan, which outlines the efficient use of time and resources, sufficient for peers to be able to follow to create the solution</p> <p>ii. demonstrate excellent technical skills when making the solution</p> <p>iii. follow the plan to create the solution, which functions as intended</p> <p>iv. explain changes made to the chosen design and plan when making the solution.</p> <p><b>Objective D: Evaluating</b></p> <p>i. Describe detailed and relevant testing methods, which generate accurate data, to measure the success of the solution</p> <p>ii. explain the success of the solution against the design specification</p> <p>iii. describe how the solution could be improved</p> <p>iv. describe the impact of the solution on the client/target audience.</p>	<p>Outline of summative assessment task</p> <p>Goal</p> <p>Develop a prototype for a new app</p> <p>Role</p> <p>You are an app developer</p> <p>Audience</p> <p>You have been hired by school lab studios a company focused on creating educational technology.</p> <p>Situation</p> <p>School Lab Studios have hired you to create a prototype for one of their educational app ideas.</p> <p>Purpose</p> <p>They are creating a new app to help students learn at home or in the classroom</p> <p>Standards and criteria</p> <p>B,C,D</p>	<p>Relationship between summative assessment task(s) and statement of inquiry:</p> <p>Student's plan and create a specified app by carefully following the design cycle process.</p>
<p><b>Approaches to learning (ATL) <i>These can be listed or you could offer some explanation of how they will be developed</i></b></p>		
<p>In order for students to present feasible ideas that can be interpreted by others. They will need to give and receive meaningful feedback.</p> <p>Explicitly taught and practiced skill strategy: Feedback sandwich (lesson 4 and 10)</p>		