

Thunkable App Development

II

Year 7 Digital Technologies 2020 Semester 2 2020



Image Source:

<https://fenzodigital.com/wp-content/uploads/2018/08/Mobile-App.png>

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Thunkable Creative Task Description

Marking Criteria

Thunkable X Beginner Tutorials

What is Thunkable X

Thunkable makes it simple to create and customize mobile apps without coding.

All apps built on Thunkable work for both Android and iOS (see: [minimum requirements](#)).

We are going to be completing the following tutorials in class:

[Introductory video to Thunkable](#)

[Thunkable X Beginner Tip "How to change screens with navigators"](#)

[Thunkable X Beginner Tutorials](#) (1-6)

- Tutorial #1 "Platform Overview"
- Tutorial #2 "Text-to-Speech"
- Tutorial #3 "Random Answer Generator"
- Tutorial #4 "Translator"
- Tutorial #5 "Camera and Image Recognition"
- Tutorial #6 "Scavenger Hunt App"

Learning Intentions	Evidence of Success
<ol style="list-style-type: none">1. How to use Live Preview (test in web browser) and how to test your app on your phone2. How to use Text-to-Speech and buttons3. How to create lists, select a random item, and display the random text4. How to use the Translator5. How to use the Camera and automatic image recognition6. How to create a Scavenger Hunt (basic quiz app)	<ol style="list-style-type: none">1. Navigation tutorial & Tutorials 1-6 have been completed2. Thunkable Project has been created with 5 different screens (Tutorials 2-6)3. All functionality has been tested4. Thunkable Booklet has been updated with screenshots of completed work

Thunkable Tutorial Work Log ****Follow these Instructions!****

Step 1: Watch the video for each of the 6 tutorials in the table below

Step 2: Open Thunkable in your browser and start a new project

Step 3: Follow along each tutorial and do the work in Thunkable

Step 4: In Thunkable, take a screenshot of the Design window and the Blocks window

Step 5: Paste the screenshots in the table below

[Instructions for taking screenshots](#)

Step 6: Copy and paste the link to your Thunkable Project below (by using the **share** button)

Thunkable Link:

Paste link here

Thunkable Tutorials

Tutorial #1 "Platform Overview"

<https://www.youtube.com/watch?v=YrONgW8udmM&list=PLB89L9PPGIrwpd62eYs6iOsHpjYboyuZE&index=1>

Design Screenshot

Blocks Screenshot

None required

None required

Tutorial #2 "Text-to-Speech"

https://www.youtube.com/watch?v=_n1NMgVU-y8&list=PLB89L9PPGIrwpd62eYs6iOsHpjYboyuZE&index=2

Design Screenshot

Blocks Screenshot

Paste screenshot here

Paste screenshot here

Tutorial #3 "Random Answer Generator"

<https://www.youtube.com/watch?v=Y3KvQI0D9No&list=PLB89L9PPGIrwpd62eYs6iOsHpjYboyuZE&index=4>

Design Screenshot

Blocks Screenshot

Paste screenshot here

Paste screenshot here

Tutorial #4 "Translator"

<https://www.youtube.com/watch?v=IOmoqgLbDel&list=PLB89L9PPGIrwpd62eYs6iOsHpjYboyuZE&index=6>

Design Screenshot

Blocks Screenshot

Paste screenshot here

Paste screenshot here

Tutorial #5 "Camera and Image Recognition"

<https://www.youtube.com/watch?v=3UWbWPIkjw8&list=PLB89L9PPGIrwpd62eYs6iOsHpjYboyuZE&index=8>

Design Screenshot

Blocks Screenshot

Paste screenshot here

Paste screenshot here

Tutorial #6 "Scavenger Hunt App"

<https://www.youtube.com/watch?v=2Y79gasUIOM&list=PLB89L9PPGIrwpd62eYs6iOsHpjYboyuZE&index=10>

Design Screenshot

Blocks Screenshot

Paste screenshot here

Paste screenshot here

Thunkable Walkthroughs

Walkthrough of 3 Example Apps

We are going on build on the tutorials and show you how to create the following apps:

1. RGB Colour picker
 - a. Buttons
 - b. Row layouts
 - c. Changing component properties such as colours
2. Random Compliments App
 - a. Random Text-to-Speech
 - b. Random Meme Images
3. Pokemon App
 - a. Text Input
 - b. Decision Blocks

Learning Intentions	Evidence of Success
<ol style="list-style-type: none">1. Using buttons to change background colours2. Uploading images, and using buttons to output random spoken phrases and images3. Reading text input into variables and making decisions based on different input	<ol style="list-style-type: none">1. A Thunkable Project has been created with 3 different screens, one for each walkthrough2. All functionality has been tested3. Thunkable Booklet has been updated with screenshots of completed work

Copy and paste the link to your Thunkable Project below (by using the **share** button)

Thunkable Link:

Paste link here

Thunkable Walkthrough Work Log

Copy and paste screenshots of your design and blocks in the table below.

Thunkable Walkthroughs		
Walkthrough	Design Screenshots	Block Screenshots
RGB Colour picker Video 1	<i>Paste screenshot here</i>	<i>Paste screenshot here</i>
Random Compliments Video 2	<i>Paste screenshot here</i>	<i>Paste screenshot here</i>
Pokemon Video 3	<i>Paste screenshot here</i>	<i>Paste screenshot here</i>

Thunkable Challenges

In class challenges

You are going to demonstrate your understanding of Thunkable App Development by completing 3 Challenges using the skills you learnt while completing the Thunkable Walkthroughs.

Learning Intentions	Evidence of Success
<ol style="list-style-type: none">Challenge 1 will involve:<ul style="list-style-type: none">Creating and resizing componentsUploading imagesChanging properties such as background colours or font sizes/stylesChallenge 2 will involve:<ul style="list-style-type: none">Using row layoutsUse of lists and random item selectionText-to-SpeechChallenge 3 will involve<ul style="list-style-type: none">Text InputDecisionsFormatting output of text	<ol style="list-style-type: none">A Thunkable Project has been created with 3 different screens, one for each challengeAll functionality has been testedThunkable Booklet has been updated with screenshots of completed work

Copy and paste the link to your Thunkable Project below (by using the **share** button)

Thunkable Link:

Paste link here

Thunkable Challenge Work Log

[Thunkable Challenges & Creative Task Video](#)

Thunkable Challenges	
Challenge #1 "Meme" (Layout, Images)	
Design Screenshot	Block Screenshot
<i>Paste screenshot here</i>	<i>None required</i>

Challenge #2 “Homework” (Layout, Buttons, Labels, Lists, Text-to-Speech)	
Design Screenshot	Block Screenshot
<i>Paste screenshot here</i>	<i>Paste screenshot here</i>

Challenge #3 “Teacher” (Layout, Buttons, Labels, Text Input, Decisions)	
Design Screenshot	Block Screenshot
<i>Paste screenshot here</i>	<i>Paste screenshot here</i>

Thunkable Creative Task

Creative Task

In addition to completing the 3 challenges, you are required to create a game to further demonstrate your understanding of Thunkable App Development. This could be Cookie Clicker, Coin Flipper, Binary Game or your own choice of game.

Copy and paste the link to your Thunkable Project below (by using the **share** button)

Thunkable Link:

Paste link here

Thunkable Creative Task Work Log

[Thunkable Challenges & Creative Task Video](#)

Thunkable Creative Task	
Design Screenshot	Block Screenshots
<i>Paste screenshot here</i>	<i>Paste screenshot here</i>

Thunkable Creative Task Description

Please write a short description within the table below explaining how you have implemented your game.

How/where the score is displayed	
How the user is able to interact and update the score	
Any game enhancements and/or upgrades you have implemented	
How the difficulty level is selected and/or how it automatically increases	
Anything that makes your game more complex or innovative	

Marking Criteria

Tick the boxes (by copying/pasting the tickbox) when you have completed the task in each row.

Item	<input checked="" type="checkbox"/>	Mark	Total
Thunkable Tutorials (10 marks)			
Tutorial #2 "Text-to-Speech" is completed and functions correctly	<input type="checkbox"/>	2	
Tutorial #3 "Random Answer Generator" is completed and functions correctly	<input type="checkbox"/>	2	
Tutorial #4 "Translator" is completed and functions correctly	<input type="checkbox"/>	2	
Tutorial #5 "Camera and Image Recognition" is completed and functions correctly	<input type="checkbox"/>	2	
Tutorial #6 "Scavenger Hunt App" is completed and functions correctly	<input type="checkbox"/>	2	
Thunkable Walkthroughs (10 marks)			
Walkthrough #1: 3 Buttons are created, with correct text and colours displayed	<input type="checkbox"/>	1	
Walkthrough #1: 2 Rows are created, with bottom row configured correctly	<input type="checkbox"/>	1	
Walkthrough #1: When a colour button is clicked, background changes colour	<input type="checkbox"/>	1	
Walkthrough #2: All required components are included and displayed correctly	<input type="checkbox"/>	1	
Walkthrough #2: At least 3 "meme" images have been uploaded	<input type="checkbox"/>	1	
Walkthrough #2: When "Not good/Good" is clicked, the correct random text is heard	<input type="checkbox"/>	1	
Walkthrough #2: When "Meme" is clicked, a random meme image is displayed	<input type="checkbox"/>	1	
Walkthrough #3: All required components are included and displayed correctly	<input type="checkbox"/>	1	
Walkthrough #3: When "Favourite" is clicked, the correct response is displayed	<input type="checkbox"/>	1	
Walkthrough #3: When "Submit Age" is clicked, the correct response is displayed	<input type="checkbox"/>	1	
Thunkable Challenges (10 marks)			
Challenge #1: Meme image is resized (80% width, 50% height) and displayed	<input type="checkbox"/>	1	
Challenge #1: Label font size (20) and weight (bold) and displays a (good) meme	<input type="checkbox"/>	1	
Challenge #1: Background colour has been changed	<input type="checkbox"/>	1	
Challenge #2: 2 Buttons and Rows are created, with correct text, colours and labels	<input type="checkbox"/>	1	
Challenge #2: When No/Yes is clicked, the top row's background turns red/blue	<input type="checkbox"/>	1	
Challenge #2: When No/Yes is clicked, the top row's label displays No/Yes	<input type="checkbox"/>	1	
Challenge #2: When No/Yes is clicked, the correct random text is heard	<input type="checkbox"/>	1	
Challenge #3: If statement is correctly configured (if, 3x if else, else)	<input type="checkbox"/>	1	
Challenge #3: Correct output displayed for 4 teachers	<input type="checkbox"/>	1	
Challenge #3: Correct output displayed for a non-IT teacher	<input type="checkbox"/>	1	
Thunkable Creative Task (10 marks)			
Score is displayed	<input type="checkbox"/>	1	
User is able to interact and update the score	<input type="checkbox"/>	1	
Some kind of game enhancement or upgrade is implemented	<input type="checkbox"/>	1	
Difficulty level can be selected and/or automatically increased	<input type="checkbox"/>	1	
The game is able to be played without errors or bugs	<input type="checkbox"/>	1	
Level of complexity and innovation 1-2: Minimal (e.g. Cookie Clicker) 3: Moderate (e.g. Coin Flipper) 4-5: Sophisticated (e.g. Binary Game)	<input type="checkbox"/>	5	
TOTAL		40	

