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| Ser | Description | Alternative lesson | Meets Criteria | Comments |
| 1 | Getting Started, What does Android offer,  Overview and architecture |  | 1.1 Identify the program modules and data and file structures required to implement a given design | History of Android? |
| 2 | Application Framework, Manifest File and Platform Security |  | 1.2 Select, declare and initialise variable and data structure types and sizes to implement design requirements  1.3 Select and implement control structures to meet the design algorithms  1.4 Select and declare file structures to meet design file storage requirements  1.4 Select and use standard input/output commands to implement design requirements  1.5 Make effective use of operators and predefined functions  1.6 Correctly use parameter passing mechanisms | Construction of framework |
| 3 | Design of supporting material |  | 4.1 Create documentation to assist the users of a computer program  4.2 Create documentation for the support and maintenance of a computer program |  |
| 4 | Coding Style, Application Permissions |  |  |  |
| 5 | Core Components |  | 3.1 Make effective use of available debugging tools  3.2 Prepare a test strategy  3.3 Select suitable test data and determine expected test results  3.4 Record actual test results to enable comparison with expected results  3.5 Analyse actual test results against expected results to identify discrepancies  3.6 Investigate test discrepancies to identify and rectify their causes |  |
| 6 | User Interface |  | 2.1 Use an agreed standard for naming, comments and code layout  2.2 Define user functions to replace repeating code sequences  2.3 Implement data validation for inputs  2.4 Identify and implement opportunities for error handling and reporting |  |
| 7 | Understanding Views, Understanding Layouts |  |  |  |
| 8 | UI Controls |  |  |  |
| 9 | Intents and Filters |  |  |  |
| 10 | Data Storage and Bluetooth |  |  |  |
| 11 | Content Providers |  |  |  |
| 12 | Threading |  |  |  |