



Cyrus David Pastelero

has completed the following course:

CREATING APPS IN THE CLASSROOM QUEENSLAND UNIVERSITY OF TECHNOLOGY

Because platforms for developing apps are becoming increasingly user-friendly, teachers can now create apps to support their own classroom activities. In this way, the apps are tailored to suit students' individual needs.

2 weeks, 1 hour per week

Dr Vinesh Chandra

Jih Chandy

Senior Lecturer, Faculty of Education Queensland University of Technology







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In this course, you have examined your own curriculum and teaching context and determined a learning need. You have identified how digital technologies could help address that need and used app creation software to create a basic shell of an appropriate app. This course aligns with the following APST: 1.2, 2.6, 3.3, 3.4, 4.1, 4.5, 6.1, 6.2, 6.3, 7.4.

STUDY REQUIREMENT

2 weeks, 1 hour per week

LEARNING OUTCOMES

- Explain the interconnectness between content, technology and pedagogy
- Describe in general terms how an app works
- Design a simple app using a set of instructions
- Explain how teacher-developed resources open doors for entrepreneurship

SYLLABUS

- Why use digital technologies in the classroom
- How content, technology and pedagogy are related
- How other educators have engaged with app creation activities
- · How an app works
- The process of creating an app

