Name: _JAIRUS GALANG_

Section: _Block 2_   Schedule: _7:30 - 9:30_

Class number: _____
Date: _Sept__ _____

Lesson title: Orientation

Lesson Objectives: The student should be able to
- Identify the purpose of this course
- Explain the purpose of Flexible Learning and Active Learning approaches in this course
- Determine the course topics, schedule, requirements
- Enumerate the house rules

Materials:
- Module

References:
- Module

A. LESSON PREVIEW

1) Introduction

Welcome to Application Development and Emerging Technologies!

Learning to program mobile application is important nowadays! Many organizations are looking for someone who can develop mobile applications for their company. Mobile application is extremely useful for people need to do something while on the move. Company uses mobile applications to send information to their customers using notification. Customer uses mobile applications to do transactions, communicate, learn and be entertained.

In details, you will learn about the following regarding this course:
1. Flexible Learning
2. Active Learning
3. The contents of this course's modules
4. How to use this module
5. Grading system to be used
6. Schedule for this course
7. Requirements in this course
8. References and materials needed in this course

Learning about these will help you answer relevant issues or events that significantly affect you, personally or professionally.

The knowledge and skills you will learn in this course will give you tools to find the truth or explain things that are not yet clear to you.

Whatever your status or profession in life, this course can empower you to search for the facts and gather and process data and derive a sound conclusion for you to base your objective decisions.

2) Activity 1: What I Know Chart, part 1

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NOTE: Use the back page for more space to write your answers

What I Know	Questions:	What I Learned (Activity 4)
1. This course is about creating mobile apps	1. What is this course about?	1. this course will tackle mobile development track especializing ANDROID STUDIO
2. I need to learn this to have an advantage in real world	2. Why do I need to learn this course?	2. I need to learn this in order for me to widen my knowledge as an IT
3. To the industry of IT	3. Can I use this? Where?	3. I can use this when my client wants me to create an mobile app
4. yes since it is android studio	4. Are the topics relevant tool in helping develop mobile apps?	4. Use android studio is a great tool
5. Yes since mobile services are more often use	5. Do I need this in my personal and professional development as an IT professional?	5. Yes since I should we a flexible learner for the real world

B. MAIN LESSON

1) **Activity 2: Content Notes**

The **Flexible Learning Setup** is a combination of face-to-face classes and home-based learning. For school year 2021, we will follow the **4-10 schedules**, which mean:

-   You will attend **face-to-face** classes for **4 days** in a week and
-   **study at home** for the next **10 days**

The primary instructional material for the flexible learning set-up is the **Flexible Learning Module**. The learning experiences in the modules are designed for full self-study in the event that you will need or be required to stay home.

Active Learning (AL) is a type of learning based on the **principle of learning by doing**. Research has shown that students learn best when they engage with course material and actively participate in their learning.

In Active Learning students are engaged in doing activities that require them to **gather information**, to **think**

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about how they use **ideas**, and to **solve problems**. Active learning provides opportunities for students to meaningfully **talk** and **listen**, **write**, **read**, and **reflect** on the **content**, **ideas**, **issues**, and **concerns** of the course topics.

This course topics covering from introduction to Android Apps Development to publishing and marketing developed Android Apps. The following topics will be discussed - Android OS, Android Development Tools, Android Virtual Device, Android Development Framework, Eclipse IDE, Android Debug Bridge, etc. Also this course will cover topics in aspects, methodologies and principles used in developing Android Apps/Games.

At the end of the course, the students should be able to:
1. Identify features of Android Development Tools and Android Framework;
2. Identify and develop Android Applications; Use Android Virtual Device; Code Android Apps;
3. Identify and relate significant impact of Android Apps in making everyday life better; and
4. Appreciate the usefulness and profitability of developing Android Apps

Each module is structures this way:

- **Lesson Preview/Review (5 minutes)**
  - Introduction (2 minutes)
  - Activity 1 : What I know chart part 1(3 minutes)
- **Main Lesson (40 minutes)**
  - Activity 2 : Content (13 minutes)
  - Activity 3 : Skill building (with answer key/s) (20 minutes)
  - Activity 4 : What I know chart part 2 (2 minutes)
  - Activity 5 : Check for understanding (with answer key) (5 minutes)
- **Lesson Wrap-up (5 minutes)**
  - Activity 6 : Thinking about learning (5 minutes)
  - Frequently-asked Question (FAQ)
  - Key to Corrections

You will be graded this way:

Final Grade = 0.33* (1st Period Grade) + 0.33* (2nd Period Grade) + .34 * (3rd Period Grade)
Period Grade =
    30% **Period Class Standing (Quiz, Seatwork, Board work, etc.)**
  + 30% **Period Performance Task/s (Research Work)**
  + 40% **Period Examination**
    100% TOTAL

To pass this course, you need to garner an average grade of **50%** and above.

This is the course schedule and outline:

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Day 1	: [On school]	– Orientation
Day 2	: [On school]	– Introduction to Android
Day 3	: [At home]	– Activity and Intent
Day 4	: [At home]	– Widgets and Views
Day 5	: [On school]	– Layouts and Resources
Day 6	: [On school]	– Drawables, Styles and Themes **(QUIZ: Day 2 - Day 5)**
Day 7	: [At home]	– Notifications and Dialogs
Day 8	: [At home]	– Menus, Navigation and RecyclerView
Day 9	: [On school]	– **1st PERIOD EXAMINATION**
Day 10	: [On school]	– AsyncTask, Broadcast Intents and Receivers
Day 11	: [At home]	– Services
Day 12	: [At home]	– Alarms and Schedulers
Day 13	: [On school]	– Adapters
Day 14	: [On school]	– Files and Data Storage **(QUIZ: Day 10 - Day 13)**
Day 15	: [At home]	– App Settings
Day 16	: [At home]	– SharedPreferences
Day 17	: [On school]	– **2nd PERIOD EXAMINATION**
Day 18	: [On school]	– SQLite and Content Provider
Day 19	: [At home]	– Multimedia
Day 20	: [At home]	– Messaging and Telephony
Day 21	: [On school]	– Sensors
Day 22	: [On school]	– Social Media **(QUIZ: Day 18 - Day 21)**
Day 23	: [At home]	– API
Day 24	: [At home]	– Permission, Performance and Security
Day 25	: [On school]	– Publishing, Marketing and Monetization
Day 26	: [On school]	– **3rd PERIOD EXAMINATION**

2. **Requirements:**
   - Class quiz, recitation, seatwork and board work, project exercises
   - Performance tasks (Research / project development) for every period
   - Examination for every period
   - Research work / project development for finals

3. **References and materials needed in this course**
   - Printed modules
   - **Android How to Program**. Dietel, Paul et. al. Pearson Educational Limited. 2013.
   - **Android 2 Application Development**. Reto Meier. Wiley Publishing, Inc. Indianapolis, USA. 2010.
   - **Teach Yourself Android Application Development**. Lauren Darcey and Shane Conder. SAMS Publishing Inc. Indianapolis, Indiana, USA. 2012.
   - **Tutorialspoint** (https://www.tutorialspoint.com/android/)
   - **Android Hive**(http://www.androidhive.info)

4. **Learning strategies for this course**

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- Always **take notes** and **highlights key words** or **phrases** in the module.
- Allot at least **five minutes a day** to **read the modules**
- **Read the module in advance** before coming to class.
- **Always participate** in any way you can (listening, reading, recitation, answering, asking questions, giving your opinion or another answer, etc.)
- **Always ask questions** if you have clarifications.

5. **House Rules**

- Always come to class on time. 15 minutes grace period is given. Being late for more than 15 minutes, you will need to request to enter the classroom. Provide "valid" reason (security, safety, health emergencies) to be admitted to class.
- When you come to class, make sure the chairs are arranged, the board is cleared and the room is clean.
- When somebody is participating, be attentive to the participant. Focus your attention to the class discussion. Lower your voice when you chat with your seatmates or lower the volume of your phone's ringtone when class is on-going.
- Using of phone's calculator or downloaded Statistics app, MS Excel app or Google Sheet app or scientific calculator app is allowed.
- For personal needs, always ask for your teacher's approval e.g. going to CR, answering phone call, talking to other people outside the classroom, etc.
- Always observe respect to your classmates and teachers. Gambling, stealing, fighting, cursing, bullying or any disruptive behavior is not allowed.
- Do not make unnecessary noises while the class is on-going and do not disturb the other classes.
- All of us will observe and follow school's policies and guidelines.
- Observe SLANT (**Sit up, Lean forward, Ask and answers questions, Nod your head** and **Track the speaker**)

2) **Activity 4: What I know Chart Part 2**

Go back to **Activity 1**, and answer **"What I learned?"** column.

C. LESSON WRAP-UP

1) **Activity 6: Thinking about Learning**

You are done with this module! Track your progress. **Circle the day/s you are already done!**

Period 1									Period 2								Period 3							
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26

FAQs

- **What if I am absent during the quiz/exam?** Can I still take it? Yes. You need to submit an excuse letter signed by your guardian or parent indicating any "valid" excuses as allowed in the School's Policy. If not complied, you will

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not be given a special quiz.

- **What if I failed the quiz or examination, can I take it again?** No. Be prepared before taking any quiz or examinations.

- **What if I failed to submit a performance task on time, can I still submit it?** Yes. Attached reason/s for failing to submit it on time and a promise to perform all your academic responsibilities from then on. Also a reasonable deduction will be imposed on your score.

- **If I am late in class, can I still enter the classroom?** It depends. After you requested and allowed by the teacher because you may be disrupting the on-going class activity. If you are a frequent late comer (or absent), you will be required for a sit-in meeting to address your frequent late comer (or absent) to the class. And your parent/guardian will be notified of the result of the meeting.

- For more questions, please approach your teacher after-class or **arrange a meeting** during the **teacher's consultation hour**. Or you can personally **message** your teacher using **messenger, email, SMS** or **phone call**.