iOS DEVELOPMENT FOR HIGH SCHOOL
Action Plan

School Name: _____

Teacher Name: _____

Estimate of Number of Students: _____   **Student Start Date:** _____

When	What	Resources	Notes
5 months prior to start (+150 days) 01/01/00	Provide students opportunities to program and work with computers to garner interest	- After-School Computer Science club - Host an Hour of Code at your school	
5 months prior to start (+150 days)	Research, determine costs and select the high school computer science program best for your students and school	- Phone convo w/ Mobile Maker Staff - Mobile Makers High School Handout pdf - Connect and discuss options with other teachers via web resources	
4 months prior to start (120 days)	Determine level of student interest and which teachers will teach the program	- Train school counselors - Host an informational meeting for prospective students - Survey students on interest in building apps	
3 to 4 months prior to start (90 - 120 days)	Secure equipment and/or funding for equipment based on the number of students	- http://www.ed.gov/stem - https://www.apple.com/education/connectED/ - http://lowendmac.com/2014/need-macs-for-your-classroom-write-a-grant/ - http://www.teachinglikeits2999.com/p/iwant-grant.html	
2 months (60 days)	Support teachers to attend program training	- Complete Pre-Course work for Mobile Makers - Attend training with other high school teachers	

1 month (30 days)	Convert classroom into a "Dev Shop"	• Create hackwich style classroom: driver's seat, scrum boards, rubber duckies, sticky notes, "plush notifications," Mobile Makers swag	
1 day before start date	Fail to sleep due to excitement over launching Mobile Makers in your school/district	N/A	