Topic	MOCKUPS	
Class Description	**Students identify the right user experience for the users of his/her app.** **Student narrows down on the wireframe / mockup for the app and starts designing it.**	
Class	**C91**	
Class time	**45 mins**	
Goal	● Identify the right user experience for users of the app ● Design a wireframe / mockup for the app	

Resources Required	● Teacher Resources
	    ○ Laptop with internet connectivity
	    ○ Earphones with mic
	    ○ Notebook and pen
	    ○ Android/iOS Smartphone with Expo App installed
	
	 ● Student Resources
	    ○ Laptop with internet connectivity
	    ○ Earphones with mic
	    ○ Notebook and pen
	    ○ Android/iOS Smartphone with Expo App installed	

Class structure	**Warm Up** **Teacher-led Activity** **Student-led Activity** **Wrap up**	**05 mins** **15 mins** **15 mins** **05 mins**

WARM-UP SESSION - 05 mins

CONTEXT

● **Talk about UX or User experience**

Teacher starts slideshow **from slides 1 to 12**

Refer to speaker notes and follow the instructions on each slide.	
Activity details	**Solution/Guidelines**
Hey <student's name>. How are you? It's great to see you! Are you excited to learn something new today? **Run the presentation from slide 1 to slide 4** **Following are the WARM-UP session deliverables:** ● **Greet the student.** ● **Revision of previous class activities.** ● **Quizzes**	**ESR**: Hi, thanks, Yes I am excited about it! Click on the slide show tab and present the slides
Display the WARM-UP Quiz session	
Activity details	**Solution/Guidelines**
Run the presentation from slide 5 to slide 12 to set the problem statement. **Following are the WARM-UP session deliverables:** ● Appreciate the student. ● Discuss user interface.	Narrate the story by using hand gestures and voice modulation methods to bring in more interest in students.

Teacher ends slideshow

TEACHER-LED ACTIVITY - 15 mins

Teacher Initiates Screen Share

CHALLENGE
● **Identify the right user experience for the app.**

Step 2: Teacher-led Activity (15 min)	Did you get time to work on the wireframe/mockup of the app which you had chosen to build?	ESR: Yes!
	Let's go through your app mockup and understand the user flow / user experience on your app. *Teacher listens to the user interaction which the student has designed for their app.* *The teacher can ask questions to bring more clarity on how the student is thinking about their app UX.*	*The student uses the mock up which they have designed to explain the interaction of users with their app.*
	Let's think about these elements in your user experience: - Is the goal clear for the user? - Does the user clearly know what they are coming on the app for? - Do they know what they have to do, when they are on your app?	*The student answers these questions.* *The answers might also lead to modifications/tweaks in the app design.*
	- Does the user get clear feedback on their actions? - Do they know if they have been able to do something successfully or not? - What is the ideal user behavior we want on the app? - Does the app give feedback to encourage that?	*The student answers these questions.* *The answers might also lead to modifications/tweaks in the app design.*
	- What are the rules under which the app operates? - Are these rules clearly laid down for the user? - Does the user know that they have to operate with these constraints?	*The student answers these questions.* *The answers might also lead to modifications/tweaks in the app design.*

	- What are the obstacles / challenges for the user? We cannot allow the user to do everything or anything they want. We want to build some challenges in our app for the user.	*The student answers these questions.* *The answers might also lead to modifications/tweaks in the app design.*
Teacher Stops Screen Share		
	Now it's your turn. Please share your screen with me.	
STUDENT-LED ACTIVITY - 20 mins		
● **Ask Student to press ESC key to come back to panel** ● **Guide Student to start Screen Share** ● **Teacher gets into Fullscreen**		
<u>ACTIVITY</u> ● **Make modifications in app mockup/wireframe to reflect the ideal user experience** ● **Identify the User Interface elements in the wireframe**		
Teacher starts slideshow **from slides 13 to 14** Refer to speaker notes and follow the instructions on each slide.		
	Now it's your turn. Please share your screen with me.	
Teacher ends slideshow		
Step 3: Student-Led Activity (15 min)	*Help the student come up with a new user experience flow based on the discussion.*	*The student comes up with a new user experience flow based on learnings from the current discussion.* *The student re-designs the app wireframe to reflect these changes.*

	Can we do one final walk through of the design of the app?	*The student gives a final walk through of the user experience for their app.*
	Get the student to take a snapshot of their wireframe and upload it on a Google Drive.	*The student takes a snapshot of the wireframe for the app and uploads it on Drive.*

Teacher Guides Student to Stop Screen Share

WRAP-UP SESSION - 05 Mins

FEEDBACK
- **Get the student geared for coding the app**

Teacher starts slideshow **from slide 15 to slide 25**

Activity details	Solution/Guidelines
Run the presentation from slide 15 to slide 25 **Following are the wrap-up session deliverables:** ● **Explain the facts and trivias** ● **Next class challenge** ● **Project for the day** ● **Additional Activity**	Guide the student to develop the project and share with us.

Quiz Time - Click on In-Class Quiz

	You get a "hats off".	Make sure you have given at least 2 Hats Off during the class for: Creatively Solved Activities +10 Great Question +10 Strong Concentration +10
Project Overview	***This Project will take only 30 mins to complete. Motivate students to try and finish it after class only.*** **Mockups** **Goal of the Project:** Congratulations on getting one step closer to the **Purple Hat**. In class 91, we identified the right user experience for the users of your app and designed the wireframe for it. In this project, you will have to apply what you have learned in the class and you'll have :- ● Identify the right user experience for users of the app ● Design a wireframe / mockup for the app **Story**: Riya is a social worker and wants your help to create an app which will help her with her social work. Help her design a wireframe for the app.	

	I am very excited to see your project solution and I know you will do really well. Bye Bye!	

<table>
<tr><td colspan="3" align="center">Teacher ends slideshow</td></tr>
<tr><td colspan="3" align="center">Teacher Clicks ✖ End Class</td></tr>
<tr>
<td>Additional Activities</td>
<td>Encourage the student to write reflection notes in their reflection journal using markdown.

Use these as guiding questions:
What happened today?

- Describe what happened
- Code I wrote

How did I feel after the class?

What have I learned about programming?

What aspects of the class helped me? What did I find difficult?</td>
<td>The student uses the markdown editor to write her/his reflection as a reflection journal.</td>
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Activity	Activity Name	Links
Teacher Ref. Visual Aid Link	Visual Aid link	https://curriculum.whitehatjr.com/Visual+Project+Asset/PRO_VD/PRO_C91_withcues.html
Teacher Ref. In-Class Quiz	In-Class Quiz	https://s3-whjr-curriculum-uploads.whjr.online/238a8333-04d1-4273-9fa8-d39b02078441.pdf