

Application - Learning Sequence and Resources

Suggested Learning Sequence

- Define user goals and sketch layout ideas
- Create wireframes and clickable mockups
- Write code to handle basic user actions
- Link interface to logic and outputs
- Test and refine for usability

Where to Look for Help

- Application design best practices online
- Video tutorials for UI/UX and coding basics
- School digital technologies portal or teacher resources
- Open source app examples and guides