

# Make it Happen

## What to do?

1. Read through the Think It, Design It, Build It steps
2. Write your details and application idea on the back of this form - being as creative as you can
3. Have fun!
4. Hand your completed form to your class teacher
5. The winners will be chosen by our panel
6. Our experts will work with them to build it

## Think it

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Think of a problem you'd like to solve with an app - like flying a unicorn into space or organising your homework. Tell us; Who would use it? Why would they use it? What would it do? Remember it's your app and it can do whatever you want!



## Design it

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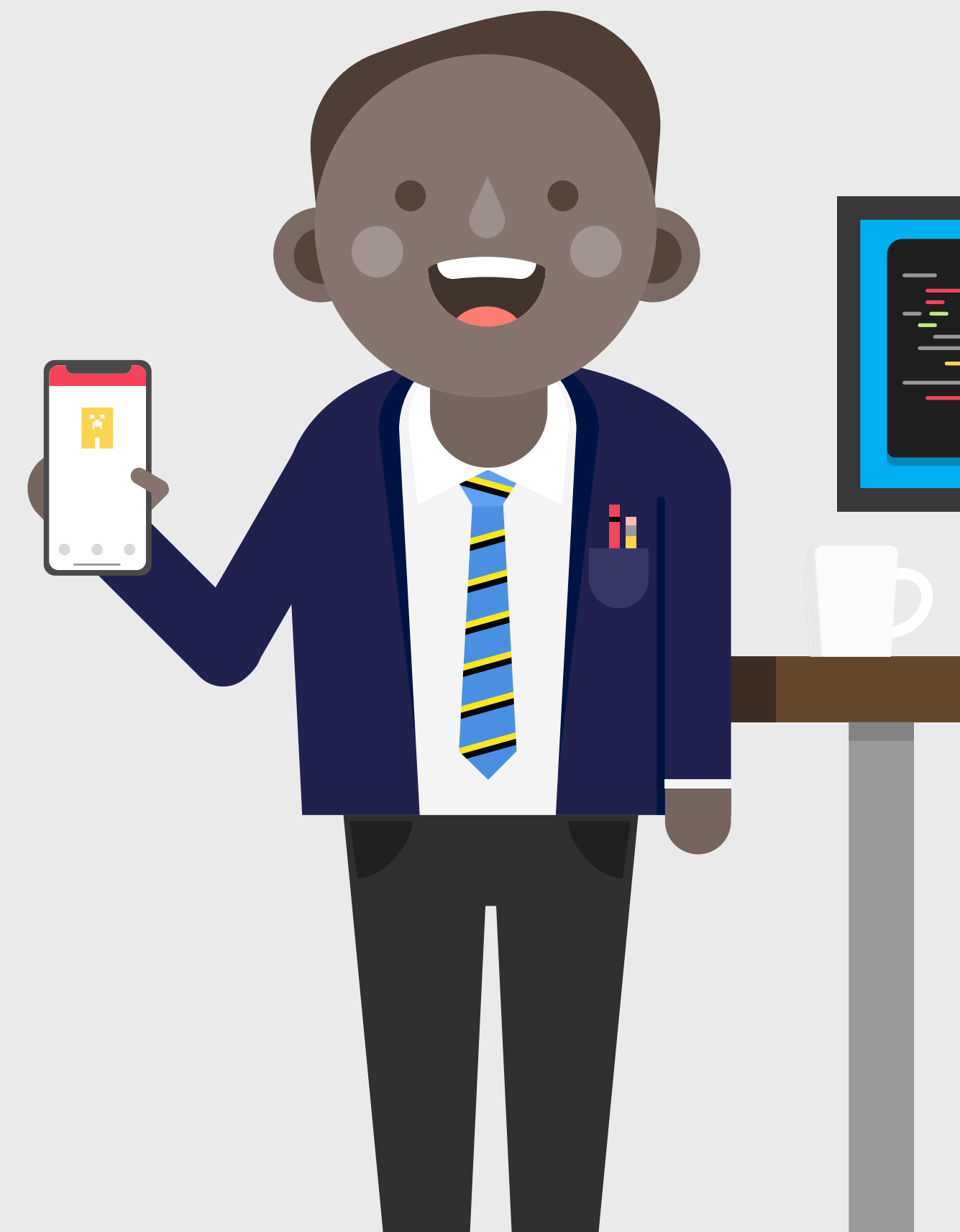
What's your app called? How would you describe it? Be creative and draw what your app would look like to its users. Tell us how it would work. Anything is possible!



## Build it

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The Winners will be assisted by expert designers and engineers from J.P. Morgan's Global Technology Hub in Glasgow to build a prototype of their app. We'll help you finalise the designs, code it and ship it.



Pupil Name:

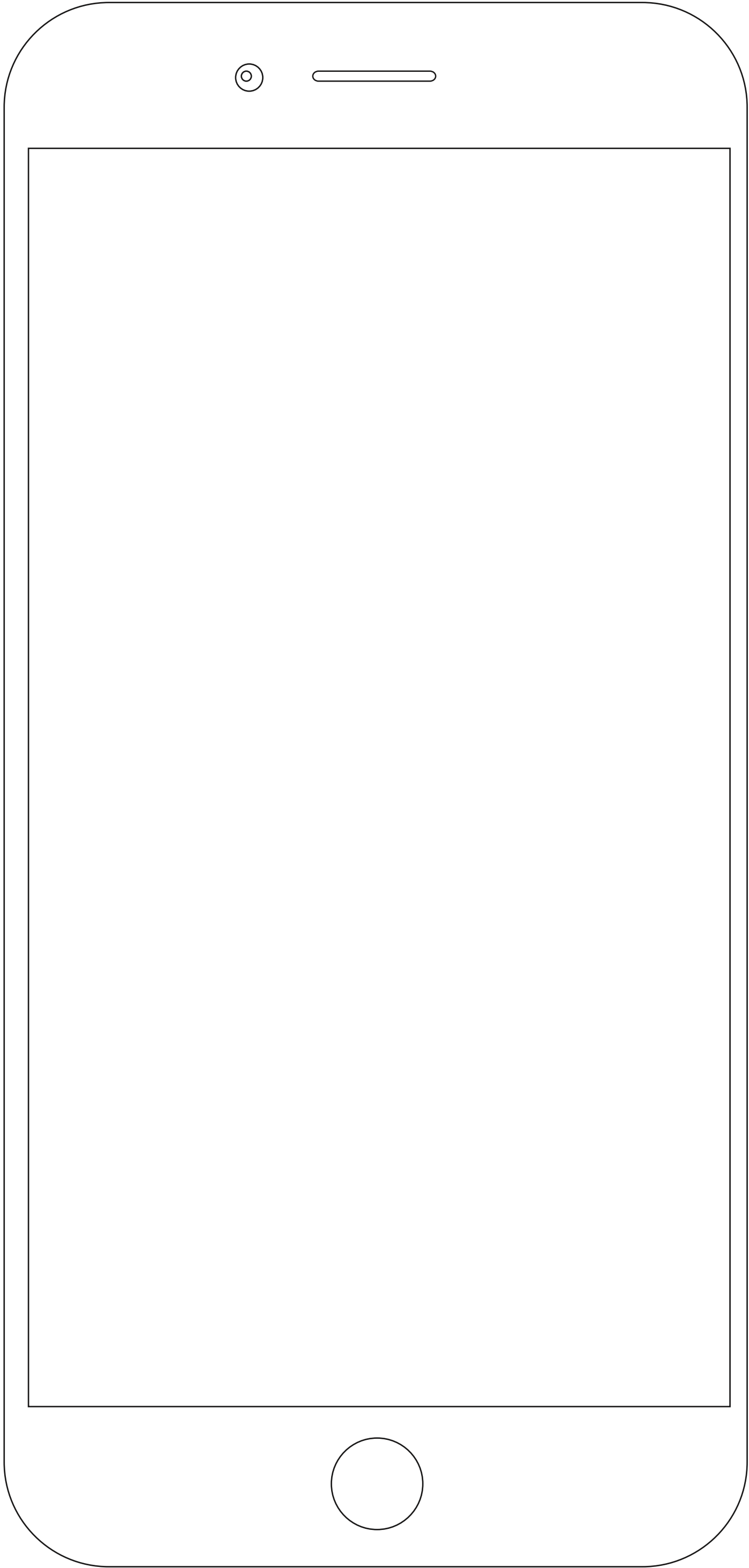
Primary School:

Class:

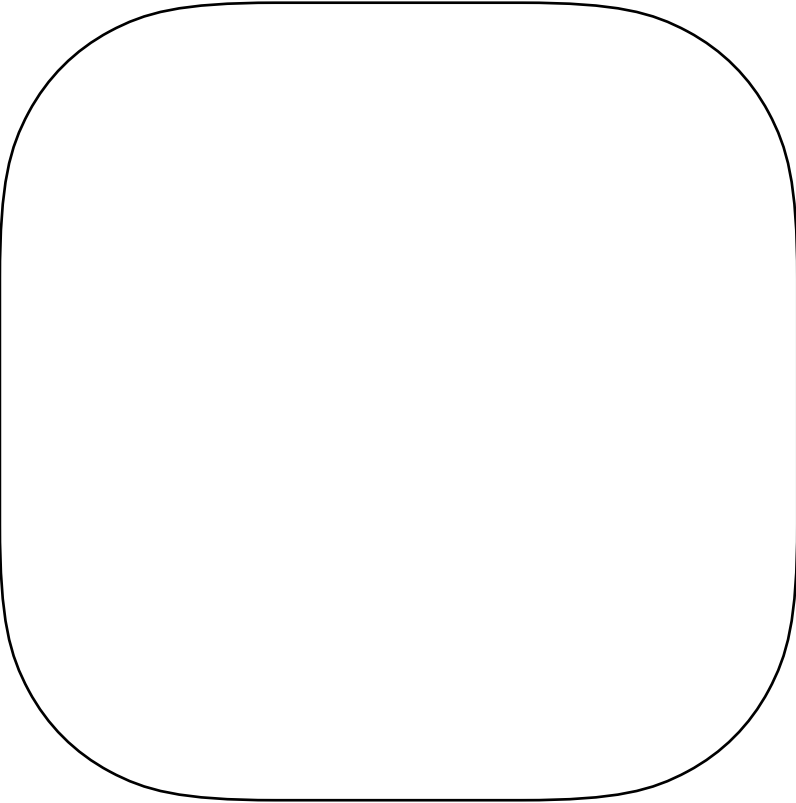
Who would use it?

Why would they use it?

What would it do?



Your App Icon



App Name:

App Description / Notes: