Collaborative Lesson Planning Activity – Group #1

Digital Technologies Content Descriptor

ACTDIP018: Design a user interface for a digital system (Stage 3)
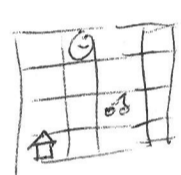

NSW Syllabus Outcomes

* Explore different features of user interfaces - interpreting symbols - easily recognisable
* Applying the principles & element of design to a set of requirements.
* Design the user interface of a solution using different design tools eg storyboard, games.

Title and Introduction

Symbols - What symbols are used in the classroom?

Metalanguage Digital, Interface, system, consistency, data.

Activity

1. * find symbols around the room, sound, wifi, toggle etc .- International.
   Draw symbols.
   Explain to others. Guess meaning - Research correct answers
   (International Body for symbols).

2. Find an old symbol & redesign it.
   Look @ symbols and recognise the symbol (game), ~~postpaks~~

3. Display a scafold for a game & design symbols to run the game.
   Use ~~in~~ a simple algorithm to run the game. eg.

   → →
        ↓

   Talk about what symbols
   mean.
   ↓   ←↓
   can we change the symbols for Braille ??
   ↓

4. Play - Minefield
   Design on Scratch.

Assessment and Reporting

- Are they able to identify symbols?

- Can they design a game?

- Will there game run to completion

Resources

Scootle   Sphero (if you have it)   Coding Unplugged

Scratch.   Programs on ipad/laptop/device