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| Lesson No. |  | < leave blank > | Duration |  |
| Sub-task |  | Class |  |
|  | Date/Time |  |
| **Learning Outcomes** | | | | |
| At the end of this lesson, learners should be able to:   * LO1: Students will be able to identify and explain at least three different types of user interface elements found on a mobile device. * LO2: Students will be able to provide examples of specific widgets for each type of user interface element.   Related Professional Attributes:   * PA1: Students will practice communication skills by explaining and discussing user interface elements with classmates. * PA2: Students will demonstrate critical thinking skills by analyzing the functionality and purpose of different widgets in a mobile device's user interface. | | | | |

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| SN | Teaching & Learning Activities | Duration (mins) | Instructional Methods | Resources |
| **1.0** | **Gain Attention; Inform Learning Outcomes; Activate Prior Knowledge** | | | |
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| 1.1 | Start the lesson by reviewing the concept of mobile devices and their interfaces. Ask students if they are familiar with any types of user interface elements found on a mobile device. Write common examples on the board. | 10 | Discussion |  |

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| **2.0** | **Present the Content & Provide Learning Guidance  (Events 4 & 5:** repeat for each learning outcome. Where relevant, indicate HOT questions & AfL.**)** | | | |
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| 2.1 | Introduce the three main types of user interface elements found on a mobile device: widgets, controls, and containers. Provide definitions and explain their purposes in the context of mobile application design. | 15 | Lecture |  |
| 2.2 | For each type of user interface element, provide examples of specific widgets or controls. Discuss how these elements interact with each other and contribute to the overall functionality of a mobile application. | 20 | Presentation |  |

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| **3.0** | **Elicit Performance & Provide Feedback  (Events 6 & 7:** repeat for each learning outcome. Where relevant, indicate HOT questions & AfL.) | | | |
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| 3.1 | Ask students to work in pairs or small groups. Assign each group a specific type of user interface element (e.g., widgets, controls, containers). Instruct them to find examples of widgets for their assigned category and prepare a brief presentation about it. | 15 | Group Activity |  |
| 3.2 | Have each group present their examples and explanations to the class. Encourage other students to ask questions and engage in discussions. Provide feedback on the clarity of explanations, relevance of examples, and overall understanding of the topic. | 25 | Discussion |  |

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| **4.0** | **Assess Performance** | | | |
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| 4.1 | Ask students to individually complete a short quiz. The quiz should assess their understanding of the different types of user interface elements and their associated widgets or controls. | 10 | Written Test |  |

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| **5.0** | **Enhance Retention & Transfer** | | | |
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| 5.1 | Conclude the lesson by reiterating the importance of understanding user interface elements in mobile application design. Provide examples of real-world applications that utilize the different types of user interface elements discussed in class. | 10 | Discussion |  |