

Project 3 – Children’s Apps

Description: Project 3 will be to create an app for children between 3 and 6 years old. The app will focus on teaching children users to develop their speech through graphics. For example, you can create an app where children can learn numbers, colors, simple words, places, animals, etc., in English and/or another language. The application must have the following parameters:

- The user has the opportunity to choose between two different learning skills. For example, to learn numbers and colors, or to learn a new language and different animals.
- When the user chooses the learning skill, the topic has to have 10 selections. For example, if the user chooses to learn number, the user can see a list of numbers from 1 to 10, and when the user clicks on a number, it will show a photo of each number, how to pronounce it, and how the numbers are written in English and/or another language.

Also, you should use a primary color with its darkest and lightest color, or apply a secondary color. Remember that white, black, and gray are complementary colors and do not count as primary or secondary colors. The colors applied in project 3 should be primary and/or secondary colors, and some complementary colors. Other colors are not allowed in the App.

Project 3 will be graded as the following:

ITEMS	POINTS
To complete the App for kids it requires the application and manipulation of the HTML and CSS skills learned in class. All elements in the App must work properly. The requirements are: e: <ul style="list-style-type: none">• CSS styling to text and images• Navigation tab (internal and external links)• Social media and contact• Image manipulation (image with text in front of it; apply some of CSS properties such as filters, box-shadow, border, etc)• CSS animation• Modal window• Slideshow• Collapsible or accordion• Flip cards• CSS variables (use of primary and secondary colors) The above requirements MUST be applied to the learning skills, at least two learning skills, in your Children App.	90
Presentation and organization of the elements within the App (User Experience and User Interface, UX/UI)	10
Submission on time	20
TOTAL POINTS	120