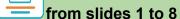


Topic	CODING FUNCTIONALITY STAGE 2 (Self-Designed App)	
Class Description	Students continue to list down all the user actions and app behaviors they expect for each user action. Students write code to add these app functionalities in their app.	
Class	C95	
Class time	45 mins	
Goal	 List down all the user actions and app behavior for each screen Write code to add these behavior in the app functionality 	
Resources Required	 Teacher Resources Laptop with internet connectivity Earphones with mic Notebook and pen Android/iOS Smartphone with Expo App installed Student Resources Laptop with internet connectivity Earphones with mic Notebook and pen Android/iOS Smartphone with Expo App installed 	
Class structure	Warm Up Teacher-led Activity Student-led Activity Wrap up	5 mins 15 mins 15 mins 05 mins
WARM-UP SESSION - 05 mins		
CONTEXT ■ Talk about the app functionality which we are building.		

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Teacher starts slideshow



Refer to speaker notes and follow the instructions on each slide.

Refer to speaker notes and follow the instructions on each slide.		
Activity details	Solution/Guidelines	
Hey <student's name="">. How are you? It's great to see you! Are you excited to learn something new today?</student's>	ESR: Hi, thanks, Yes I am excited about it!	
Run the presentation from slide 1 to slide 4	Click on the slide show tab and present the slides	
Following are the WARM-UP session deliverables: • Greet the student.	Lids	
Revision of previous class activities.Quizzes	O'tol.	
	100	
Display the WARM-UP Quiz sess	ion	
Activity details	Solution/Guidelines	
Run the presentation from slide 4 to slide 8 to set the problem statement. Following are the WARM-UP session deliverables: • Appreciate the student. • Discuss app functionality.	Narrate the story by using hand gestures and voice modulation methods to bring in more interest in students.	

Teacher ends slideshow



TEACHER-LED ACTIVITY - 15 mins

Teacher Initiates Screen Share

CHALLENGE

- List down all the user actions and app behavior for each screen
- Discuss the logic or flow of the program to achieve these user behaviors.

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Step 2: Teacher-led Activity (15 min)	For each screen in the app, let's list down the pending user actions and the expected app behavior in response to those user actions.	The student talks about the pending user actions and app behavior for the different screens of the app.	
	Let's talk about the program flow to achieve this kind of behavior. Allow the student to express in detail on how they would achieve this functionality in their app. Probe them for more details. Get the student to think in terms of state of the components.	The student articulates the program flow and logic on how to code for the app functionality on the screen.	
	Let's get started on coding for these app functionalities.	Or.	
	Teacher Stops Screen Share		
	Now it's your turn. Please share your screen with me.		
	STUDENT-LED ACTIVITY - 20 mins		
 Ask Student to press ESC key to come back to panel Guide Student to start Screen Share Teacher gets into Fullscreen 			
ACTIVITY Write code to add the functionality in the app Test and debug the code			
Teacher starts slideshow from slides 9 to 10 Refer to speaker notes and follow the instructions on each slide.			

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	Now it's your turn. Please share your screen with me.	
Teacher ends slideshow		
Step 3: Student-Led Activity (15 min)	Teacher guides the student through coding for the app functionality for each screen in the app.	Student codes for each functionality for each screen on the app. After coding for each functionality, the student runs the app and tests the output.
	The teacher can help in testing and debugging the app.	Student debugs the app for errors.
Teacher Guides Student to Stop Screen Share		
WRAP-UP SESSION - 05 Mins		
FEEDBACK ■ Continue adding for more app functionality.		
Teacher starts slideshow from slide 11 to slide 20		
Activity details		Solution/Guidelines
Run the presentation from slide 11 to slide 20 Following are the wrap-up session deliverables: • Explain the facts and trivias • Next class challenge • Project for the day • Additional Activity		Guide the student to develop the project and share with us.

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Quiz Time - Click on In-Class Quiz		
	You get a "hats off".	Make sure you have given at least 2 Hats Off during the class for: Creatively Solved Activities Great Question Strong **10** *
		Concentration
Project Overview	*This Project will take only 30 mins to complete. Motivate students to try and finish it after class only.*	dingito
	Code for functionality-2	
	Goal of the Project:	
	Congratulations on getting one step closer to the Purple Hat . In class 95, we coded to add some functionality to the app.	
	In this project, you'll have to: List down all the user actions and app behavior for each screen. Write code to add these behaviors in the app functionality	
	** This is a continuation of the project we did for Classes 91 to 94. Please complete those projects before attempting this project **	

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	Story:	
	Once Riya finalizes her storyline, she is focusing on the functionality part now. Also, think about the various components and style them accordingly.	
	I am very excited to see your project solution and I know you will do really well.	
	Bye Bye!	₩ 3.8°
Teacher Clicks × End Class		
Additional Activities	Get the student to continue working on the pending app functionalities. Help them test, debug and run the app.	Student codes for the adding other functionalities in the app.
	Onlin	The student runs, tests and debugs the app.

Activity	Activity Name	Links
Teacher Ref. Visual Aid Link	Vis <mark>ual A</mark> id link	https://curriculum.whitehatjr.com/Visual+Project+ Asset/PRO_VD/PRO_C95_withcues.html
Teacher Ref. In-Class Quiz	In-Class Quiz	https://s3-whjr-curriculum-uploads.whjr.online/1f0 3f6bb-e130-4412-b6ec-740d08eb0d87.pdf