









Topic	MOCKUPS	
<b>Class Description</b>	<b>Students identify the right user experience for the users of his/her app.</b> <b>Student narrows down on the wireframe / mockup for the app and starts designing it.</b>	
<b>Class</b>	<b>C91</b>	
<b>Class time</b>	<b>45 mins</b>	
<b>Goal</b>	<ul style="list-style-type: none"> <li>Identify the right user experience for users of the app</li> <li>Design a wireframe / mockup for the app</li> </ul>	
<b>Resources Required</b>	<ul style="list-style-type: none"> <li>Teacher Resources               <ul style="list-style-type: none"> <li>Laptop with internet connectivity</li> <li>Earphones with mic</li> <li>Notebook and pen</li> <li>Android/iOS Smartphone with Expo App installed</li> </ul> </li> <li>Student Resources               <ul style="list-style-type: none"> <li>Laptop with internet connectivity</li> <li>Earphones with mic</li> <li>Notebook and pen</li> <li>Android/iOS Smartphone with Expo App installed</li> </ul> </li> </ul>	
<b>Class structure</b>	<b>Warm Up</b> <b>Teacher-led Activity</b> <b>Student-led Activity</b> <b>Wrap up</b>	<b>05 mins</b> <b>15 mins</b> <b>15 mins</b> <b>05 mins</b>
<b>WARM-UP SESSION - 05 mins</b>		
<b><u>CONTEXT</u></b> <ul style="list-style-type: none"> <li>Talk about UX or User experience</li> </ul>		
<b>Teacher starts slideshow</b>  <b>from slides 1 to 12</b>		


Refer to speaker notes and follow the instructions on each slide.	
Activity details	Solution/Guidelines
<p><i>Hey &lt;student's name&gt;. How are you? It's great to see you! Are you excited to learn something new today?</i></p> <p><b>Run the presentation from slide 1 to slide 4</b></p> <p><b>Following are the WARM-UP session deliverables:</b></p> <ul style="list-style-type: none"> <li>• Greet the student.</li> <li>• Revision of previous class activities.</li> <li>• Quizzes</li> </ul>	<p><b>ESR:</b> Hi, thanks, Yes I am excited about it!</p> <p>Click on the slide show tab and present the slides</p>
<b>Display the WARM-UP Quiz session</b>	
Activity details	Solution/Guidelines
<p><b>Run the presentation from slide 5 to slide 12 to set the problem statement.</b></p> <p><b>Following are the WARM-UP session deliverables:</b></p> <ul style="list-style-type: none"> <li>• Appreciate the student.</li> <li>• Discuss user interface.</li> </ul>	<p>Narrate the story by using hand gestures and voice modulation methods to bring in more interest in students.</p>
<p>Teacher ends slideshow </p>	
<b>TEACHER-LED ACTIVITY - 15 mins</b>	
<b>Teacher Initiates Screen Share</b>	
<p><b><u>CHALLENGE</u></b></p> <ul style="list-style-type: none"> <li>• Identify the right user experience for the app.</li> </ul>	

<b>Step 2: Teacher-led Activity (15 min)</b>	Did you get time to work on the wireframe/mockup of the app which you had chosen to build?	<b>ESR:</b> Yes!
	<p>Let's go through your app mockup and understand the user flow / user experience on your app.</p> <p><i>Teacher listens to the user interaction which the student has designed for their app.</i></p> <p><i>The teacher can ask questions to bring more clarity on how the student is thinking about their app UX.</i></p>	<p><i>The student uses the mock up which they have designed to explain the interaction of users with their app.</i></p>
	<p>Let's think about these elements in your user experience:</p> <ul style="list-style-type: none"> <li>- Is the goal clear for the user?</li> <li>- Does the user clearly know what they are coming on the app for?</li> <li>- Do they know what they have to do, when they are on your app?</li> </ul>	<p><i>The student answers these questions.</i></p> <p><i>The answers might also lead to modifications/tweaks in the app design.</i></p>
	<ul style="list-style-type: none"> <li>- Does the user get clear feedback on their actions?</li> <li>- Do they know if they have been able to do something successfully or not?</li> <li>- What is the ideal user behavior we want on the app?</li> <li>- Does the app give feedback to encourage that?</li> </ul>	<p><i>The student answers these questions.</i></p> <p><i>The answers might also lead to modifications/tweaks in the app design.</i></p>
	<ul style="list-style-type: none"> <li>- What are the rules under which the app operates?</li> <li>- Are these rules clearly laid down for the user?</li> <li>- Does the user know that they have to operate with these constraints?</li> </ul>	<p><i>The student answers these questions.</i></p> <p><i>The answers might also lead to modifications/tweaks in the app design.</i></p>

	<p>- What are the obstacles / challenges for the user?</p> <p>We cannot allow the user to do everything or anything they want.</p> <p>We want to build some challenges in our app for the user.</p>	<p><i>The student answers these questions.</i></p> <p><i>The answers might also lead to modifications/tweaks in the app design.</i></p>
<b>Teacher Stops Screen Share</b>		
	Now it's your turn. Please share your screen with me.	
<b>STUDENT-LED ACTIVITY - 20 mins</b>		
<ul style="list-style-type: none"> <li>• <b>Ask Student to press ESC key to come back to panel</b></li> <li>• <b>Guide Student to start Screen Share</b></li> <li>• <b>Teacher gets into Fullscreen</b></li> </ul>		
<p style="text-align: center;"><u><b>ACTIVITY</b></u></p> <ul style="list-style-type: none"> <li>• <b>Make modifications in app mockup/wireframe to reflect the ideal user experience</b></li> <li>• <b>Identify the User Interface elements in the wireframe</b></li> </ul>		
<p style="text-align: center;">  <b>Teacher starts slideshow from slides 13 to 14</b>            Refer to speaker notes and follow the instructions on each slide.         </p>		
	Now it's your turn. Please share your screen with me.	
<p style="text-align: center;">  <b>Teacher ends slideshow</b> </p>		
<b>Step 3: Student-Led Activity (15 min)</b>	<p><i>Help the student come up with a new user experience flow based on the discussion.</i></p>	<p><i>The student comes up with a new user experience flow based on learnings from the current discussion.</i></p> <p><i>The student re-designs the app wireframe to reflect these changes.</i></p>

	Can we do one final walk through of the design of the app?	<i>The student gives a final walk through of the user experience for their app.</i>
	<i>Get the student to take a snapshot of their wireframe and upload it on a Google Drive.</i>	<i>The student takes a snapshot of the wireframe for the app and uploads it on Drive.</i>
<b>Teacher Guides Student to Stop Screen Share</b>		
<b>WRAP-UP SESSION - 05 Mins</b>		
<b><u>FEEDBACK</u></b>		
<ul style="list-style-type: none"> <li>● <b>Get the student geared for coding the app</b></li> </ul>		
<div>  </div> <p><b>Teacher starts slideshow from slide 15 to slide 25</b></p>		
<b>Activity details</b>		<b>Solution/Guidelines</b>
<p><b>Run the presentation from slide 15 to slide 25</b></p> <p><b>Following are the wrap-up session deliverables:</b></p> <ul style="list-style-type: none"> <li>● <b>Explain the facts and trivias</b></li> <li>● <b>Next class challenge</b></li> <li>● <b>Project for the day</b></li> <li>● <b>Additional Activity</b></li> </ul>		<p>Guide the student to develop the project and share with us.</p>
<b>Quiz Time - Click on In-Class Quiz</b>		

	<p>You get a “hats off”.</p>	<p>Make sure you have given at least 2 Hats Off during the class for:</p> <div> <div>Creatively Solved Activities  +10</div> <div>Great Question  +10</div> <div>Strong Concentration  +10</div> </div>
Project Overview	<p><b>*This Project will take only 30 mins to complete. Motivate students to try and finish it after class only.*</b></p> <p><b>Mockups</b></p> <p><b>Goal of the Project:</b></p> <p>Congratulations on getting one step closer to the <b>Purple Hat</b>. In class 91, we identified the right user experience for the users of your app and designed the wireframe for it.</p> <p>In this project, you will have to apply what you have learned in the class and you'll have :-</p> <ul style="list-style-type: none"> <li>Identify the right user experience for users of the app</li> <li>Design a wireframe / mockup for the app</li> </ul> <p><b>Story:</b></p> <p>Riya is a social worker and wants your help to create an app which will help her with her social work. Help her design a wireframe for the app.</p>	

	<p>I am very excited to see your project solution and I know you will do really well.</p> <p>Bye Bye!</p>	
<div>  <p><b>Teacher ends slideshow</b></p> </div>		
<div> <p><b>Teacher Clicks</b></p> <div>✕ End Class</div> </div>		
<b>Additional Activities</b>	<p><i>Encourage the student to write reflection notes in their reflection journal using markdown.</i></p> <p>Use these as guiding questions: What happened today?</p> <ul style="list-style-type: none"> <li>- Describe what happened</li> <li>- Code I wrote</li> </ul> <p>How did I feel after the class?</p> <p>What have I learned about programming?</p> <p>What aspects of the class helped me? What did I find difficult?</p>	<p><i>The student uses the markdown editor to write her/his reflection as a reflection journal.</i></p>

Activity	Activity Name	Links
Teacher Ref. Visual Aid Link	Visual Aid link	<a href="https://curriculum.whitehatjr.com/Visual+Project+Asset/PRO_VD/PRO_C91_withcues.html">https://curriculum.whitehatjr.com/Visual+Project+Asset/PRO_VD/PRO_C91_withcues.html</a>
Teacher Ref. In-Class Quiz	In-Class Quiz	<a href="https://s3-whjr-curriculum-uploads.whjr.online/238a8333-04d1-4273-9fa8-d39b02078441.pdf">https://s3-whjr-curriculum-uploads.whjr.online/238a8333-04d1-4273-9fa8-d39b02078441.pdf</a>

