

Date: _____

Lesson Plan

Ms. Seccafico
MKS21

Unit: Intro to App Design
Lesson: Introduction to Apps

Part 1: Planning & Preparation

Common Core Learning Standards
CSP Conceptual Framework CRD-2 - Developers create and innovate using an iterative design process that is user-focused, that incorporates implementation/feedback cycles, and that leaves ample room for experimentation and risk-taking.
Student Objectives
Students will be able to: <ul style="list-style-type: none">• Identify the inputs of an app• Identify the outputs of an app• Identify the purpose of an app

AIM: How do we identify the input and output on an app?

Do Now (10 min):

- Students will answer the following questions in their digital notebooks;
- What are apps?
- How do we interact with them?
- What kind of things do apps do?

Lesson Development- Learning Activities/Tasks

- **Overview of Learning Activity: (30 min)**
- Today we are going to be looking at some sample apps and exploring their purpose and function.
- In groups of two, students will start by navigating the APP Exploration. Students will choose 3 out of the 5 to explore with their partner and answer the following questions;
 - How does the user interact with the app?
 - What is the overall purpose of the app?
 - Who is the target audience?
- As a class we will discuss their answers.
- Next, we will watch a video [How Computers Work - What Makes a Computer, a Computer](#)

- With their partner, they will take another look at the sample apps they explored before by navigating to the App Investigations starting at level 7.
- Consider what the inputs and outputs are for the apps. They will write the input and output of each app in their digital journal.

Differentiation:

- Students are already grouped based on ability, willingness to talk, etc. (The criteria for grouping was based on the last 2 assessments given. I grouped one lower performing student with 1 higher performing student in most cases. Each pair turns to the person next to them making groups of 2)
- Students will choose 3 out of the 5 apps to explore
- Stronger students will complete all 5.
- All students were provided with a digital notebook.

Closure/Discussion (5 min):

- Think of your favorite app. Discuss with a partner what the user interface looks like and the inputs and outputs.

Homework: Check for understanding.

Using Assessment in Instruction

Opportunities for Assessment:

- Eliciting answers and explanations during “do now”
- Circulating during activity
- Discussion session
- Self assessment
- Check for understanding

Essential Questions

- **What is the purpose of the app?**
- **What is the input of the app?**
- **What is the output of the app?**