

# **App Inventing From an Early Age**

Nishita Sinha  
9<sup>th</sup> Grader  
Chatham High School  
255 Lafayette Ave  
Chatham, NJ 07928 USA

[nishitasinha@msn.com](mailto:nishitasinha@msn.com)

My poster is about the benefits of using MIT App Inventor from early middle school into high school years. Children (especially girls) in their preteen to teen years struggle with learning programming and in depth coding because it seems so removed from what they see on their smartphones or computer screens. While programs such as Scratch aid students in showing them the steps behind creating simple applications, it still does not show them how this relates to the applications used daily on their phones. MIT App Inventor helps make app inventing seem more tangible, like something that could actually be a possible career option in the future. In fifth to sixth grade, I started using Scratch. I thought it was interesting to learn how to make applications and games, but the only place I could see them was on my computer. However, in seventh to eighth grade, I began using App Inventor. Now, instead of just making fun games, I actually began to understand the process behind app making, and once I completed a project, I saw it on an Android device. App making became a more important part of my life, and I started to realize the benefits of making apps. For students, it is crucial to make sure they understand the projects they undertake so that they learn and benefit from them. App making is a learning experience, especially for students new to it. In my high school, I am starting an App inventing club using MIT App Inventor. Students, teachers, and others who have an interest in making apps are allowed to participate in this club. Hopefully, high school students will be motivated to learn the app development process and program more apps in the future.