



# BUILD AN APP

**Estimated Time:** 40 minutes

**Concepts:** Design; logos; flowchart; advertising; digital citizenship; social media

**Lesson Description:** You will outline and develop their own app to display their work.

Materials and Resources	Learning
<ol style="list-style-type: none"> <li>1. Computer</li> <li>2. Hyperlink: <a href="#">Google Slide Deck - App Development</a></li> <li>3. Paper (for the prototype)</li> <li>4. App Building Websites (see right column)</li> </ol>	<ul style="list-style-type: none"> <li>• Develop and maintain apps for displaying, organizing and marketing the work or a topic</li> </ul>

Time	Module Content	Resources
<p>5 minutes</p>	<p><b>To get you going:</b></p> <p><i>What is an app? Where do you see apps? Why are they important to us? Do you think they could be a powerful tool to help market something?</i></p>	<p>For fun review the following sites:</p>
<p>35 minutes</p>	<p><b>To Do:</b></p> <p><u><a href="#">Follow the slide deck</a></u> to display the different sections of App development you will be responsible for working through.</p> <ul style="list-style-type: none"> <li>• Content</li> <li>• Design</li> <li>• Prototype</li> <li>• Platform</li> <li>• Functionality</li> </ul> <p><b>Content</b></p> <p>This is the information that you are going to put on your app. Write out all of the content before you start thinking about the design. Having all the information first will make designing your app much easier.</p> <p><b>Design</b></p> <p>You will have to decide the colours, images, animations, and the layout of your app. If you take the time to really think this through it will help immensely when they build the prototype.</p>	<p><a href="#">Marvel App Design</a></p> <p><a href="#">AppLab</a></p> <p><a href="#">MIT App Inventor</a></p> <p>Remember to check the Terms and Conditions of these sites before you decide to use them</p>

## **Prototype**

You are going to create a prototype. A prototype is a first example or version of your product, in this case your app. You should really build a prototype that will look like your app. You can use pictures of their prototype within their app by taking the picture and uploading the images to whatever platform you choose to use. Really take the time to work through this so you have a strong working understanding of how the app will work.

## **Platform**

You will have to choose which platform you want to use. The decision could be easy depending on access to technology, and site restrictions. Take some time to explore various platforms. Here are the recommended platforms:

- [Google Slides](#)
- [Marvel App Design](#)
- [App lab](#)
- [MIT App Inventor](#)

## **Functionality**

You must ensure all features of your app work seamlessly, including links and embedded media. Testing and improving until everything works as intended is an important part of the app development process.