Project: Create-your-own app

Grade Level: 6-8
Prerequisite Activities: Design a Profile Screen, 7-Buttons, Team Brainstorm

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Standards:

ISTE Standards for Students:

- 6a (Creative Communicator): Choose appropriate platforms and tools for communication.
- 6b (Creative Communicator): Create original works using digital tools.

Common Core Standards:

- CCSS.ELA-LITERACY.W.5.2: Write informative/explanatory texts to examine a topic and convey ideas and information clearly.
- CCSS.ELA-LITERACY.SL.5.5: Include multimedia components and visual displays in presentations to enhance the development of main ideas or themes.

Learning Objectives:

- I can use what I've learned about Thunkable and apply it to my own design
- I can use what I've learned from examples and apply them to my own ideas
- I can participate in a class brainstorm to generate ideas
- I can use design components to create custom screens
- I can use Thunkable code blocks to make it work
- I can test my app with users to learn how I might improve it

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Materials and Technology Needed:

- Computers (tablets optional)
- Thunkable Online
- Forms: My App Ideas, Project Plan, and Wireframing Template
- Slide Deck: 5 Simple Apps
- Pencils

Directions:

1. Plan a design for an app of your own… (You can start from one of the example apps or activities from class, or you can start from your own design).
2. Complete the “My App Ideas” form to help with generating possible project ideas.
3. Choose one of your ideas to bring to life as an app.
4. Fill out a “Project Plan” form, which includes:
    a. What is your app’s name?
    b. What does it do?
    c. How many screens?
    d. Which components are needed?
5. Complete a simple sketch of a screen or screens using the “Wireframing Template”
6. Get teacher sign-off
7. Share your app idea with the class
8. Design the screens in Thunkable using the components.
9. Add Blocks to make it work.
10. Build any new skills needed with help from the teacher and classmates.
11. Collect user feedback from classmates via the “User Testing” sheet.

Assessment Plan:

Formative Assessment:

- **Observation**: Monitor students’ progress during brainstorming and creation phases. Provide real-time feedback and support.
- **Checkpoints**: Use informal quizzes or discussions to gauge understanding of digital storytelling tools and ELA concepts.

Summative Assessment:

- **Project Rubric**: Evaluate final digital stories based on:
    - **Content**: Clarity and organization of information (CCSS.ELA-LITERACY.W.5.2)
    - **Multimedia Use**: Effective integration of multimedia components (CCSS.ELA-LITERACY.SL.5.5)
    - **Creativity and Technology**: Use of digital tools and creative presentation (ISTE 6a, 6b)

Feedback:

- **Written Comments**: Provide detailed feedback on students’ final projects, highlighting strengths and areas for improvement.
- **Peer Review**: Encourage students to provide constructive feedback on each other’s work.

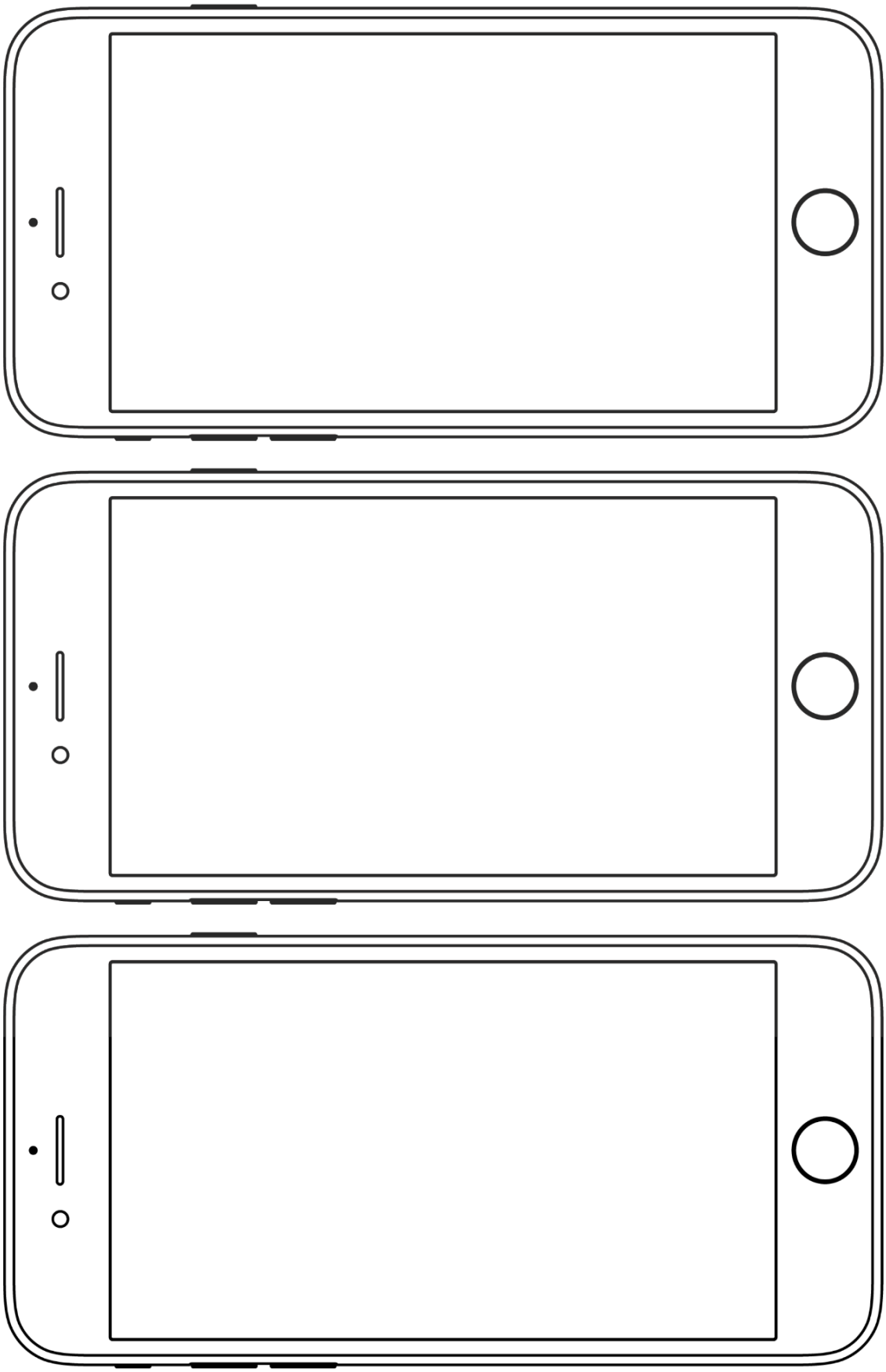
My App Ideas

Name: _____

FUN THINGS: (Things people <u>like</u>)…	**My <u>FUN</u> App Ideas…**
● Humor ● Puzzle-solving ● Competition ● Rewards ● Customizing ● Collecting ● Testing Reflexes (speed and accuracy)	

USEFUL THINGS (Things people <u>need</u>)...	**My <u>USEFUL</u> App Ideas…**
● Help with a task ● Learn Information ● Hard things to be easier ● Save time ● Save effort ● Simplify things	

APPS I LIKE (Find Cool Apps)...	**Apps <u>I LIKE</u>…**
● Look at other tools ● Look at other games ● Shop what you like ● What makes them cool? ● What can you copy? ● What ideas can you get? ● What can you create?	



Project Plan

Name: _____

1. **What is your app's name?** _____

2. **What does it do?**

3. **How many screens will there be?** _____

4. **Checkmark some components you'll use?**

☐ Buttons	☐ Checkbox	☐ Canvas	☐ Speech Rec.
☐ Labels	☐ List View	☐ Camera	☐ Text to speech
☐ TextInput	☐ Switch	☐ Map	☐ Video
☐ Image	☐ Slider	☐ Timer	☐ Audio

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User Feedback

1. Ease of Use: *Rate the overall ease of use on a scale of 1-5 - Circle one.*


1 - Painful


2 - Difficult


3 - Somewhat Easy


4 - Very Easy


5 - Incredibly Easy!

2. Satisfaction: *Rate the user satisfaction on a scale of 1-5 - Circle one.*


1 - Painful


2 - Not Very Satisfying


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5. Suggestions for Improvement:

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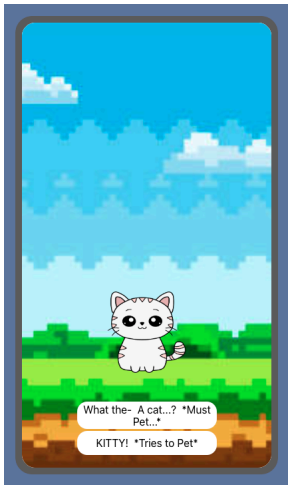
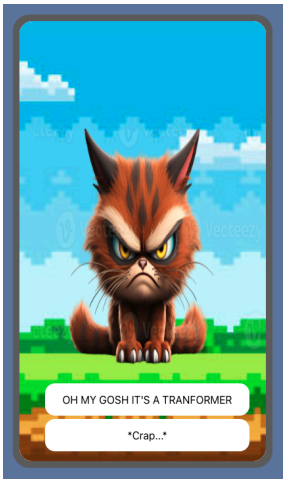
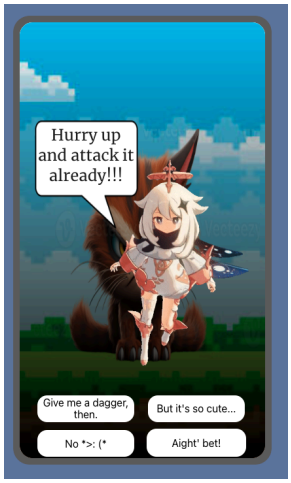
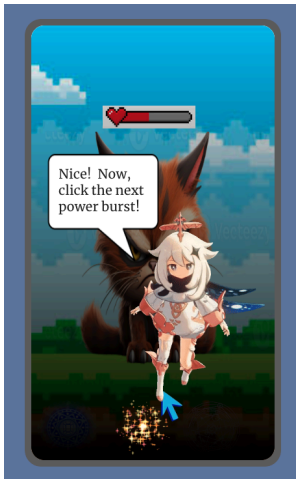
Student-Created App Examples…

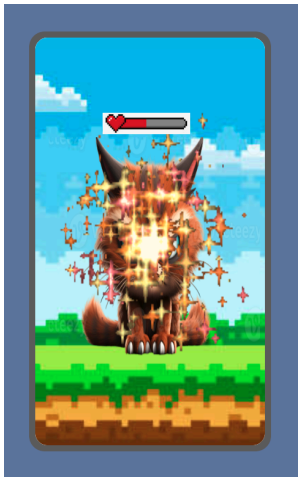
Battle!
Battle! is a choose-your-own-adventure role-playing game that immerses players in various scenarios, where they must make decisions at each turn. The game showcases scriptwriting, narrative construction and imagination. This student demonstrated exceptional motivation by working on the project outside of class, resulting in a completed game with over 60 screens!





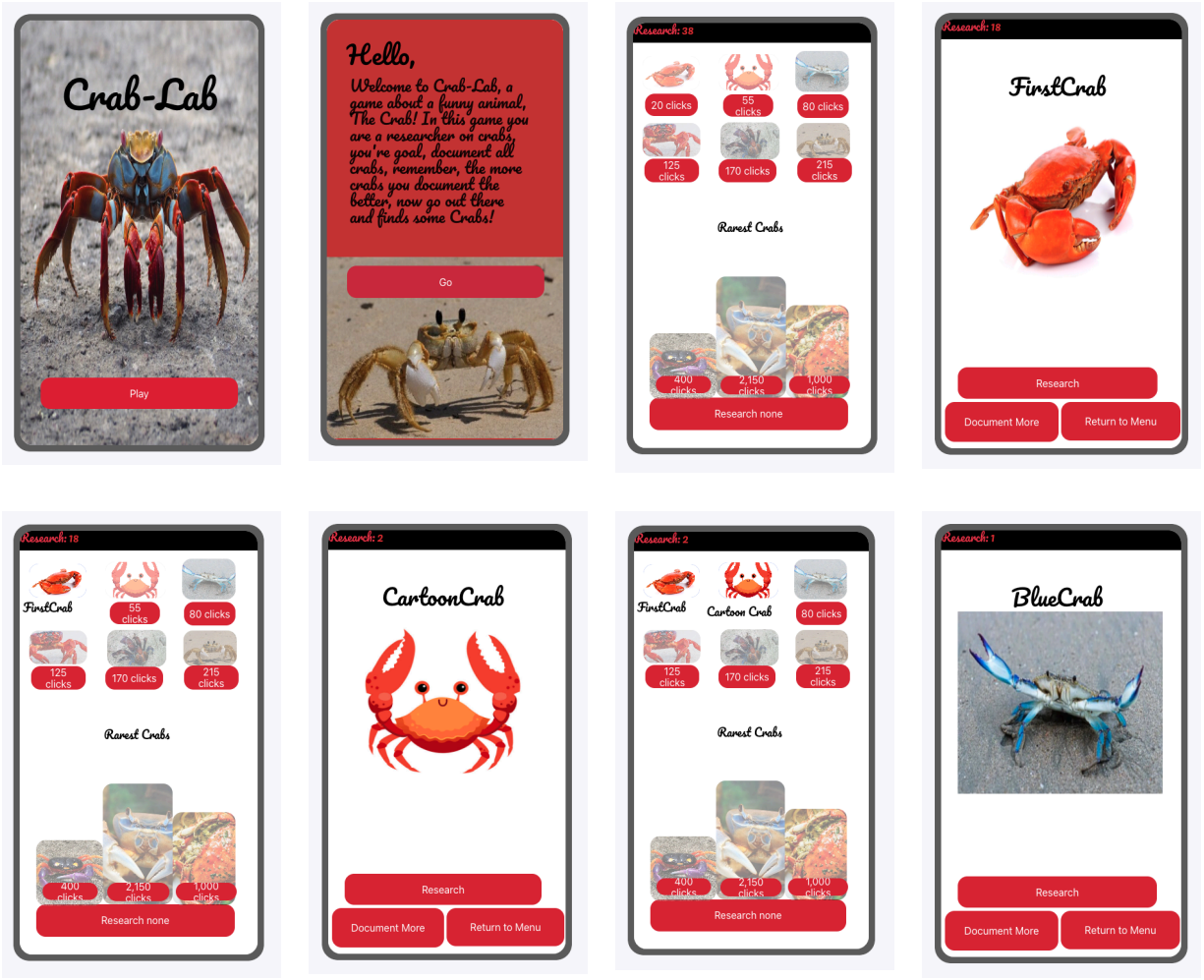






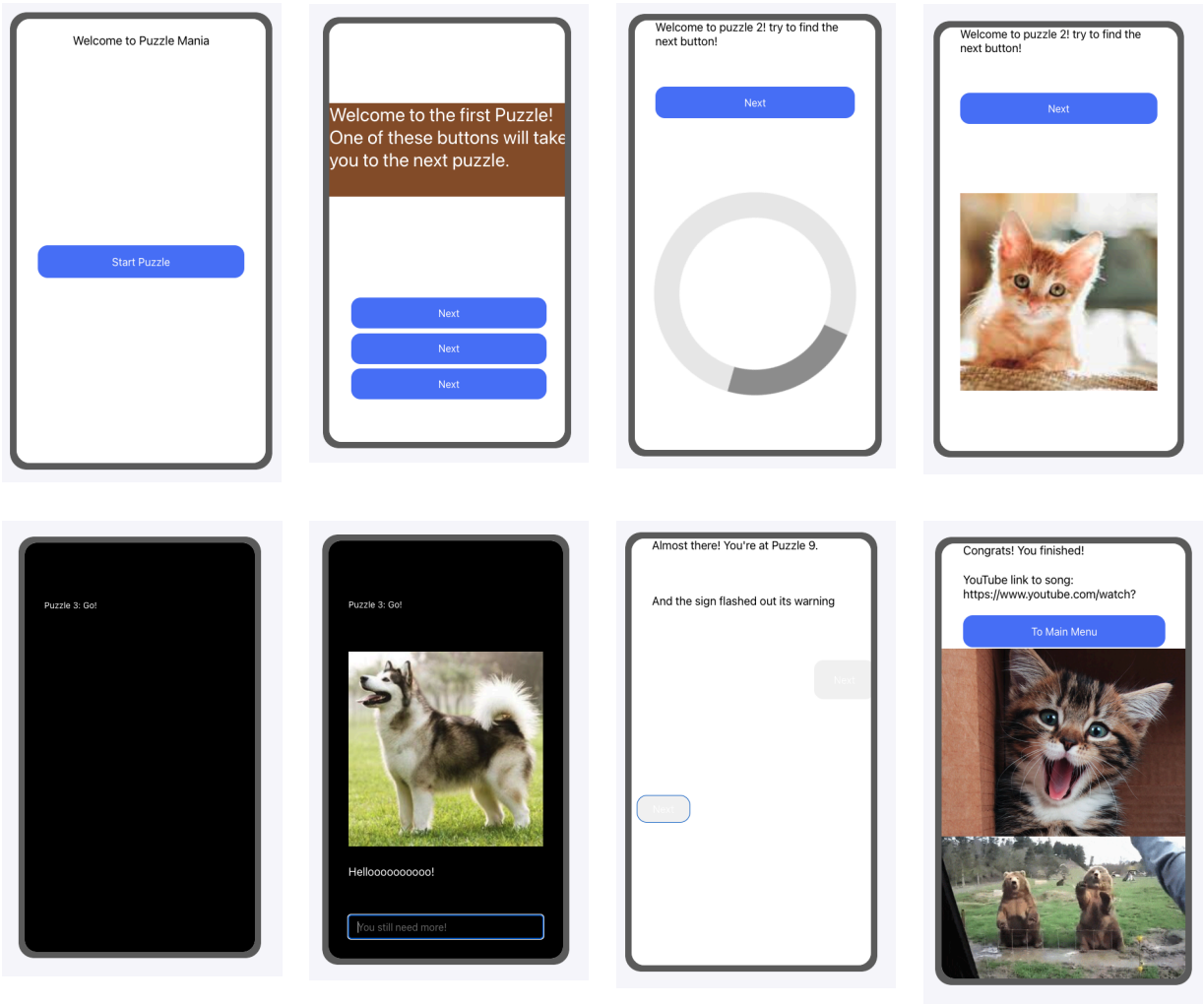
Crab Lab
In Crab Lab, you take on the role of a researcher with the mission to discover and document new

crab species. Choose a crab species, reach the required click-count, and unlock it by documenting your finding in your library. This game leverages math expressions along with user interactivity to deliver an engaging experience.



Puzzle-Mania

Puzzle-Mania is a quiz-like game-except it's a bit wacky! Each question is a mini-puzzle, where you have to figure out how to go to the next screen. Hidden buttons, fake distractors, correct text entry, and more await. This project required the student to plan a script in the planning, it incorporated elements from a poem and short story-like quips.



Pet the Dog

Without a doubt, “Pet the Dog” is the crowd favorite. It might seem simple, but once you start, it’s hard to stop. Click on the dog to pet it… repeat… unlock more dogs… pet… repeat. Discover and unlock new dogs like Fire Dog, Water Dog, and Devil Dog, and see if you can unlock Lightning Dog—though it takes 2,500 clicks! This game had the entire class going wild! The student designed a reward system and crafted a challenging experience that kept everyone hooked.

Dodger

Dodger is an action game in which players move left and right to avoid incoming fiery debris. The game utilizes conditional scripting, where objects appear based on specific actions. While the game is simple, it required the student to handle complex logic and a math operation, which proved rewarding.


Dodger
How to play: You are the Astronaut at the bottom of the screen .You click and hold the arrows to move in
Start
Button
0
Button
Button
4
Button
Button
8
Button