
Digital Creators' Challenge

Lesson Primer – Session 4

Please note, click [here](#) to access downloadable Powerpoint versions of the Classroom Presentation slides, Follow On Content & Student Workbook.

1. What you need to know about running this lesson

Practical issues

You will need to print out the wireframe templates for each student. Students will need pens/pencils to complete their designs.

There is a lot to get through in this session. It may be useful to split the tasks with half the team drawing the paper prototypes and half producing the AppLab wireframes.

Technical issues

Students will need access to AppLab to create their screens. If they are under 13 they will need their account to be set up by a teacher - full details are in the AppLab Quick Start & Log In Guide For Teachers.

Each team will need access to at least one laptop / computer

2. Key information and terminology you'll need

- Students should first decide what screens their app needs and use a post-it note for each screen. These can then be arranged into a menu structure.
- Once all the screens have been identified students can use the templates to design each screen. They should consider what colours and fonts would appeal to their target audience.
- When the screens have been designed on paper AppLab can be used to produce electronic versions.
- Students could choose to divide the work up with some drawing the paper designs and others creating the electronic versions.

3. Further reading to help you get to know the topic

Wireframes

<https://viget.com/inspire/ux-101-the-wireframe1>

More on MVP (and keeping it simple!)

<http://scalemybusiness.com/the-ultimate-guide-to-minimum-viable-products>