

# Digital Creators' Challenge Follow-on Sessions - 5 Minute Lesson Plan

**The BIG picture?**  
 Students have been developing an app to solve a real life problem.  
 In these sessions students refine their designs and continue to develop the functionality of the app.

**Objectives**

**Core**

- Understand how the design of your app can affect the user experience
- Be able to build a technical prototype of your app

**Challenge**

- Be able to improve the user experience of your app by considering its design and flow
- Be able to act on the feedback received to improve the functionality and usability of your technical prototype

**Key messages**

- In order to produce a successful app you need to refine your design to ensure it is easy to use.

**Engagement**

- Students are creating and testing the app they have designed

**Differentiation**

- Online tutorials available for AppLab
- AppLab can be programmed using blocks or JavaScript

**Key words**

Design, prototype, flow, functionality, usability, assets

**AfL**

- Peer review of completed apps

## Learning episodes

Teacher Led or Student Led?

Students review the UX design of their app and make changes as required.

Teacher Led or Student Led?

Students collect up any assets for their app and edit images etc to optimise them for use in their app.

Teacher Led or Student Led?

Students complete the online tutorials for AppLab then continue working on their app.

Students test their app and then ask other teams to test it.

Teacher Led or Student Led?

Students present their app to the rest of the class.