

Lesson Primer – Follow-On Session

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

It is likely that two to three hours will be required to complete the activities in the follow-on sessions.

Technical issues

Students will need access to computers for these sessions so that they can continue to use App Lab to create their app. Headphones will also be useful so that they can watch the video tutorials.

2. Key information and terminology you'll need

UX design

Fitts Law - It's faster to hit large targets closer to you than smaller targets further away from you.

Students need to answer the following questions:

- Have you made the most important buttons/links larger than less important ones?
- Are they in the right place? For example, are commit buttons on the bottom right of the screen?
- For touch screens, is there enough space between the buttons?

Form Design - Key message – Users will only give you information if you make it easy for them and it is clear why the information is required.

Students need to answer the following questions:

- Have you only asked for essential data?
- Have you made it clear why the information is required?
- Have you asked sensible questions?
- Have you given clear instructions?
- Is your format consistent on all the screens?
- Have you used just one column on each screen?

App Lab

This video gives more information on using App Lab in the classroom:

https://www.youtube.com/watch?time_continue=5&v=e1St8LB4VJA

This link gives teachers more information on running the online tutorial with their class:

<https://curriculum.code.org/hoc/plugged/7/>