

<u>Overview</u>

- Make it Happen challenges students to design their own App (Application)
- Pupils think of their own idea, design it on the entry form and submit it to their school
- Volunteers collect entry forms from the school

Standards Alignment for Digital Citizenship

- Winners are chosen by the Make It Happen volunteers
- Winning entries will turn into a real life app with help from our experts who build the App idea!

Materials

Competition Entry forms

Slides showing an example design for inspiration

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ISTE Standards	K-Grade 8
4. Innovative Designer: Students develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods to develop and test solutions. Students:	 a. Know and use a deliberate design process for generating ideas, testing theories, creating innovative artefacts, or solving authentic problems. b. Select and use digital tools to plan and manage a design process that considers design constraints and calculated risks. c. Develop, test, and refine prototypes as part of a cyclical design process. d. Exhibit a tolerance for ambiguity, perseverance, and the capacity to work with open ended-problems
6. Creative Communicator: Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats, and digital media appropriate to their goals. Students:	 a. Choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication. b. Create original works or responsibly repurpose or remix digital resources into new creations. c. Communicate complex ideas clearly and effectively by creating or using a variety of digital objects such as visualizations, models, or simulations. d. Publish or present content that customizes the message and medium for their intended audiences

Learning Objective

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I can create an app idea.

Criteria for Success

- I can identify who will use my app and why.
- I can describe what my app can do.
- I can represent my app idea by drawing the how my app will look (the interface)

Any Questions?

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Overview

START

- School Contact Pitch to pupils Collect entries Judge and pick winners
- Announce The winning app in school
- Finalise Build in school

END