

# Make it Happen

## Overview

- Make it Happen allows pupils to design their own app
- Pupils think of their own idea, design it on the entry form and submit it to the school where we will collect it
- Pupils lead their own idea through the design either on their own or in pairs or small teams
- Winners are chosen by the Make It Happen committee
- Winning entries will get help from our experts to build their idea!

## Materials

This teachers guide

Competition Entry forms

Slides showing an example design for inspiration

## Technologies: Experiences and Outcome

Organiser	First	Second	Third
<b>Designing, building and testing computing solutions</b>	I can demonstrate a range of basic problem solving skills by building simple programs to carry out a given task, using an appropriate language. <b>TCH 1-15a</b>	I can create, develop and evaluate computing solutions in response to a design challenge. <b>TCH 2-15a</b>	I can select appropriate development tools to design, build, evaluate and refine computing solutions based on requirements. <b>TCH 3-15a</b>
<b>Representing ideas, concepts and products through a variety of graphic media</b>	I can explore and experiment with sketching, manually or digitally, to represent ideas in different learning contexts. <b>TCH 1-11a</b>	I can use a range of graphic techniques, manually and digitally, to communicate ideas, concepts or products, experimenting with the use of shape, colour and texture to enhance my work. <b>TCH 2-11a</b>	I can apply a range of graphic techniques and standards when producing images using sketching, drawing and software. <b>TCH 3-11a</b>

<https://education.gov.scot/Documents/Technologies-es-os.doc>

## Learning Intention

- I can create my own app idea.

## Success Criteria

- I can identify who will use my application and why.
- I can describe what my application can do.
- I can represent my app idea by sketching the interface.

## Any Questions?

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## Timeline

START

- December School **contact**
- January **Pitch** to school kids
- February **Collect** entries
- February **Judge** and pick winners
- March (STEM Week) **Announce** in school
- **Build** in school

END