



## MOBILE DEVELOPMENT

Mobile devices have become ubiquitous. Two-thirds of the world's population are connected to a mobile device. That's more than 5 billion unique mobile subscribers. The mobile application industry is booming, with total revenues from mobile apps projected to reach \$99 billion by 2019.



### OVERVIEW

Mobile devices are a common means of accessing technology. Throughout this kit students will explore algorithms through Unifix cubes and practice testing and debugging a program using Bitsbox. They will create an engaging game through Bloxels using a story developed by the class to spark interest and create excitement for the game.

### MATERIALS

- Unifix Cubes (15 sets)
- colored pencils or crayons for students to share (30 set)
- Bitsbox Animal House deck of cards (15 sets)
- Bloxels (15)

### COPIES OF

- Algorithm Record Sheet (30 Copies)
- Loop Record Sheet, (30 Copies)
- Block Color Guide (15 copies)

\*\*Device Required – Tablet or Chromebook - Minimum 15



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### OVERVIEW

Mobile devices are a common means of accessing technology. This kit will expose students to the basic skills needed for mobile development and culminate by providing the satisfaction of developing a functioning program within the timeframe of a class period. Using Bitsbox, students will practice testing and debugging a program. Bloxels will allow students to not only familiarize themselves with the elements of a functioning mobile application, but also practice planning the development of a program by including others' perspectives and considering user preference.

### MATERIALS

- masking tape
- cups for holding coordinates (2)
- ruler (30)
- pencil (30)
- colored pencils (30)
- Bitsbox Animal House deck of cards (15)
- Bloxels (15)

### COPIES OF

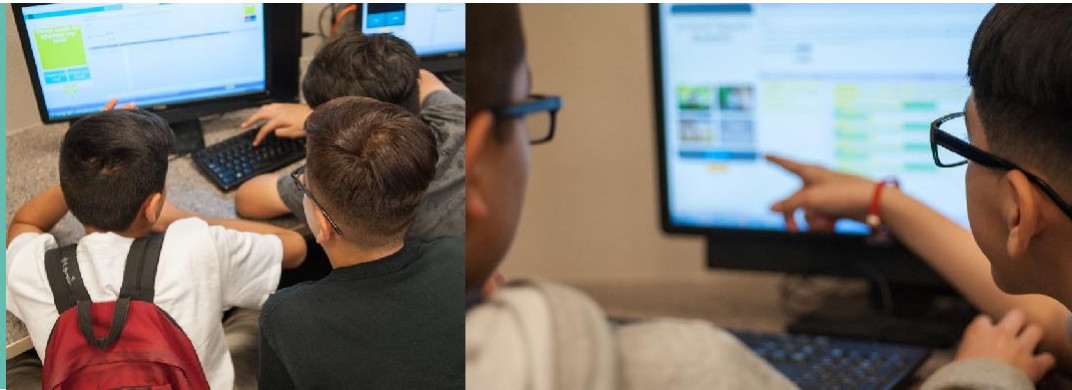
- X-Labels Paper,
- Y-Labels Paper
- Coordinate Plane Ordered Pair (30)
- Block Color Guide (15)
- Interview Sheet (30)

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## OVERVIEW

The Mobile App Development Kit will engage students in important aspects of the app design process. Students will be encouraged to plan for the creation of an app by exploring purpose, functionality, and design. They will build paper and digital prototypes, gain feedback from peers, and make changes to improve their designs before using App Lab by Code.org to create final versions of their apps. Students will also experience augmented reality (AR) and be given an opportunity to create an AR experience of their own. Throughout the modules, students are encouraged to use both traditional and digital materials and resources as they design, test, and create their apps. Each module in the kit may be taught as consecutive lessons or may stand-alone.

## MATERIALS

- Merge Cube (30)
- index cards
- Crayola Markers (12)
- Crayola Bulk Erasable Colored Pencils (12)
- Sticky notes (24)
- Pencils (30)

\*\*Device Required – Computer and Tablet - Minimum 15