Design your app

Learning Objectives

- Understand what digital creativity means.
- Identify key features of effective icons.
- Design a simple icon using key design principles.
- Plan and prototype a basic app idea.
- Present their digital ideas clearly.

Key Vocabulary

- **Icon** - a small image or symbol that represents something.
- **App** - a computer program designed to do a specific task.
- **Prototype** - a first model or design of something.
- **User Experience (UX)** - how easy and enjoyable something is to use.
- **Iterate** - repeat the exercise and improve on your idea.

Lesson Structure

- **Introduction** - Set the scene, make the connection between iPads/Phone apps and the need to design and create them.
- **Activity 1:** Design your app. Think about a problem and come up with a solution.
- **Activity 2:** Design your icon. Make an app icon that reflects your brand. It needs to work as a small icon on a watch up to a big icon on a poster.
- **Present / Review:** Either present to the group as a whole or split into teams and discuss each others ideas.

Curricular Links

- Art & Design
- Computing
- English
- Maths
- Communication skills

Follow on

- Repeat the exercise but tackle a different problem area
- To introduce coding concepts look at Scratch

Activity 1

Introduction:
- Explain the purpose: "Designers plan what an app will look like before building it"
- Show examples of device frames/wireframes
- Explain the three screens usually show: opening screen, main content, action screen.
- Explain they need to thinking about how people get from one screen to the next - this is called "Navigation" ie buttons, gestures, links.

Thinking Time
- Pupils think about their app idea:
  - What problem does it solve?
  - Who would use it?
  - What's the main purpose?
  - What features does it need - maps, video, camera, music etc

Sketching
- Pupils receive device frame worksheet
- They sketch their app across the three screens as an idea try work towards:
  - Screen 1: The opening/home screen
  - Screen 2: The main feature or content
  - Screen 3: An action or result screen
- Encourage simple drawings and basic labels
- Remind them: "Keep it simple - designers use rough sketches first!"

Activity 2

Introduction:
- Show examples of simple, effective icons
- Highlight key features like simple shapes, asy to recognise, use limited colours and it must look good very small or very large

Example
- Consider a weather app - what should its icon have? Sun, clouds, temperature, snow.

Sketching
- Pupils receive icon worksheet
- They sketch their icon idea