Unit 02: Coding Basics

Content Area: **Business**
Course(s): **Introduction to Mobile App Development**
Time Period: **Semester 1 & 2**
Length: **3 weeks**
Status: **Published**

Standards

TECH.8.1.12	Educational Technology: All students will use digital tools to access, manage, evaluate, and synthesize information in order to solve problems individually and collaborate and to create and communicate knowledge.
TECH.8.1.12.A.1	Create a personal digital portfolio which reflects personal and academic interests, achievements, and career aspirations by using a variety of digital tools and resources.
TECH.8.1.12.B	Creativity and Innovation: Students demonstrate creative thinking, construct knowledge and develop innovative products and process using technology.
TECH.8.1.12.B.CS2	Create original works as a means of personal or group expression.

Enduring Understanding

Some programs need to store data (information) in order to fulfill their intended purpose.

A program can respond differently according to the inputs provided.

Essential Questions

What are the most essential data structures in computer science?

Knowledge and Skills

Learn that a variable is used to remember information, and how to create and use variables in App Inventor. Understand how to program an app to do Math, e.g., incrementing a score.

Able to use built-in commands to round data from decimal to integer.

Able to do complex operations using AND / OR

Able to identify and use various types of data -- numeric, boolean, string

Able to join text using contatenation

Learn how to use procedures to simplify repeated tasks.

Able to use conditionals to branch code.

Transfer Goals

Describe concepts in writing and orally.

Evaluate own work and the work of others.

Respond appropriately to the feedback of other students and the instructor.

Resources

App Inventor development environment found at appinventor.mit.edu