

# 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

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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

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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

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What are the most essential data structures in computer science?

## Knowledge and Skills

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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 concatenation

Learn how to use procedures to simplify repeated tasks.

Able to use conditionals to branch code.

## **Transfer Goals**

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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**

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App Inventor development environment found at [appinventor.mit.edu](http://appinventor.mit.edu)