

# Unit 04: Game Apps

Content Area: **Business**  
Course(s): **Introduction to Mobile App Development**  
Time Period: **Semester 1 & 2**  
Length: **5 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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The problem solving skills learned during game design will help students with school and career.

## Essential Questions

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How do I create a game app for entertainment?

## Knowledge and Skills

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Able to create animated sprites using a Clock component.

Can keep score using a variable.

Can apply randomness to sprite locations and speed.

Can program sprites to bounce off another sprite or a side wall.

Design an app with multiple screens.

Build an app that responds to stimuli such as dragging and touch.

Design and program a game app of their own design.

## **Transfer Goals**

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Students will learn to break problems down into smaller parts so it can be solved more easily.

## **Resources**

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