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

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

The problem solving skills learned during game design will help students with school and career.

Essential Questions

How do I create a game app for entertainment?

Knowledge and Skills

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

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

Resources

App Inventor development environment found at appinventor.mit.edu