

Topic: 9.2 App Development		Duration: 5 weeks		Composite: Project		
Key vocabulary:	Core knowledge questions	Powerful knowledge crucial to commit to long term memory	Links to previous and future topics			
App Canvas Components Data Type Debugging Emulator Event Iteration Selection Sequence User Interface Variable	<ol style="list-style-type: none"> 1. What is an app? An app is an application or program that is created to perform a specific purpose. 2. What is a user interface? A user interface (UI) is the method by which the user and the computer exchange information and instructions. 3. What are components? Components are individual parts to the app which can be programmed. 4. What is an Event? An event is how we program interactions with the user interface. E.g. pressing a button to play a sound, drawing on the screen. 5. What is a Canvas? A canvas is an interactive component which can be pressed, swiped, dragged among other things. 6. What is debugging? Debugging is the process of finding and fixing problems in a program or algorithm. 7. What is a variable? A variable is a container for data stored in a program. 8. What is Selection? Selection is used to perform decisions within a program. 9. What is Sequencing? Sequencing is the order of steps in a sequence to perform actions in a program. 10. What is Iteration? Iteration is the repetition of specific sections of code depending on certain criteria. 	<ul style="list-style-type: none"> • Apps are programs that perform specific purposes. • The user interface is how a user and computer/ mobile device interact • Events are programmable interactions with the UI • Debugging is the process of fixing problems within the code 	<ul style="list-style-type: none"> • Links to Programming units in Year 7 and 8 • Utilises computational thinking and skill building for KS4 Computer Science. 			
We will develop these skills:						
Impressive reading	Impressive speaking	Impressive writing	Resilience	Numeracy via:	Digital Literacy via:	Employability via:
Following written instructions as part of a tutorial.	Explain intended solution to a problem when building an app.	Review the creation of an app to describe how it was created and the function of the code used.	The need to amend and refine coding blocks to ensure app is efficient.	Using co-ordinates to place components where intended to go. Use of comparisons when utilising Boolean logic.	Developing apps using www.thunkable.com	Develop skills that are advantageous in a modern web-orientated world.