Building apps with AppShed

A guide to delivery

Introduction

This project introduces students to app building with the AppShed platform, whilst also simulating a working relationship with the AppShed team as they build an app to a client's specification. The video in this project was captured as though the student is a team member. They meet the team and work with them to create an app that is specified at the beginning, working through the app development cycle through to testing and marketing. The client wants an app that will provide information to Year 12 and 13 students about going to university and taking up an apprenticeship, with a particular focus on financial implications.

Along the way students complete a Student Log, based upon the steps in the e-learning content, creating app plans, mood boards and user journeys. The AppShed team have also provided the entire AppShed Basics course, also available on the site, in three parts. This teaches students how they can build the app for this project, and other apps themselves, using the platform. By the end of the project, students will have built at least one app with AppShed – the London app using the AppShed Basics Course, or the university/apprenticeship app using the project e-learning.

Earning Open Badges for work on this project

The Tech Partnership Badge Academy is directly aligned to the TechFuture Classroom. You can find the Badge Academy by clicking on the Badges link at the top of the Learning Hub window.

Within each TechFuture Classroom project, badges are available for students to earn for the work they complete within the projects. In this project, there are four available badges, earned by completing the e-learning associated with the AppShed Basics Course parts 1 – 3 and the project itself. The badges are:

AppBuilder Bronze – awarded automatically for completion of the AppShed Basics Course part 1

AppBuilder Silver – awarded automatically for completion of the AppShed Basics Course parts 1 and 2

AppBuilder Gold – awarded automatically for completion of the AppShed Basics Course parts 1 – 3

AppBuilder Platinum – awarded automatically for completion of the AppShed Basics Course parts 1 – 3 and the project e-learning module

Resources provided

On the course page, there is a bank of resources underneath the e-learning modules that scroll using the arrows at each end of the row. You are provided with the following resources:

> The e-learning module which students can work through individually in the classroom or at home

Brought to you by

> The three AppShed Basics Course e-learning modules (parts 1 – 3)

> Student Log for completion either electronically (MS Word version) or by hand (PDF)

> Zipped folders of images that are needed for both the London app (created in the AppShed Basics course) and the main project

> A Developer Resource File with copyright-free images (all sized to 1000 x 667 pixels), icons of different colours and infographics to help students complete the tasks in the e-learning module

> A zipped file of additional images provided by the client

> An original mood board created by Skylark Creative design agency for one of the Tech Partnership's projects, annotated by a designer

> A mood board template and supporting guide to creating the mood board

> Information documents including how to complete an app plan, finding and downloading online resources legally, marketing ideas, and useful websites for research

There is a completed exemplar Student Log available free to teachers, which includes model responses to the activities and a marking scheme. For a copy of this log, email sue@thetechpartnership.com using your school email address.

Steps in the e-learning content

The following table shows the steps through which students are guided to understand the app development process, from client briefing through to testing and marketing.

Steps in the e-learning content	Resources
Meet the team	Video of Torsten, AppShed's CEO, introducing the team
The App Development Process	Hotspot activity to explain the steps in the app development process
The client's requirements	Video of Torsten explaining the client's requirements to the team **Student Log:** Complete Task 1 which identifies the four key points the client makes about the app requirements
Knowledge check of the client requirements	Drag and drop activity to check understanding of the client requirements
Interpreting the client's requirements	Video with two members of the team ask more questions about the requirements in terms of design and marketing **Student Log:** Complete Task 2, a requirements specification based on the client briefing
Audience research	Video of Phoebe explaining how audience research is important **Student Log:** Complete Task 3 by checking the content of the Developer Resource File (in the Resources area)
Provided audience feedback	Tabbed content that provides students with four Year 12 and 13 students' feedback **Student Log:** Complete Task 4 using the content from the e-learning module or by

Steps in the e-learning content	Resources
	collecting more feedback from Year 12 and 13 students (if available)
Knowledge check of audience research	True/false quiz to assess students' interpretation of the provided audience research
App features	Phoebe explains the next step, thinking about what features the app can include
What AppShed can do	Exploration of the feature menu of the AppShed platform by selecting images to find out more **Student Log**: Complete task 5 by thinking about what the AppShed platform can do and what this means for features that can be included in the app
Extra design work	Further extension activities that include looking at other apps that are in the market place, and researching websites that can be linked from the app.
Understanding mood boards	Exploration of the Skylark Creative mood board by selecting images to find out more. Annotated mood board is available in the Resources area
Organising a mood board	Ordering activity for mood board screens focusing on images, colours, fonts, icons and logos Mood board creation – template and guide available in the Resources area **Student Log:** Complete task 6 by inserting jpeg images of the mood board created for the client
Feedback on the mood board	Rob, the Project Manager, provides feedback for the mood board task
Planning your app	Phoebe talks about how important it is to use the work carried out so far in creating the design
Creating an app plan	Phoebe talks about the importance of an app plan
Explore an app plan	Hotspot activity to explore the information that an app plan provides **Student Log:** Complete task 7 by completing the app plan template with help from the guide in the Resources area
Choosing a platform	Video of a team meeting to assess progress so far
Why the AppShed platform is the best choice	Sohaib and Phoebe discuss the best platform for building the app

Steps in the e-learning content	Resources
Knowledge check of the app building and platform terminology	True/false activity based on students' interpretation of the platform discussion
Client change – more images	Video of the team discussing additional images provided by the client
Steps in the app building process	Tabs to explore the steps in building the app including having the mood board and research to hand, using the app plan, having expertise in AppShed by using the AppShed Basics Course
Quality Control	Rajesh explains the quality control process **Student Log:** complete Task 8 by recording any changes that the app needs after a QA process
User testing	Tabs to explore the user testing process **Student Log:** complete Task 9 by recording any changes that are needed to the app after testing
Feedback from the client	Torsten reports back with feedback from the client
Final quiz	True/false quiz to complete the module
Marketing and maintenance e-learning module	Two more video clips from Rob and Rajesh that explain the importance of marketing and maintenance and that the process doesn't end with the finished app. **Student Log:** Complete task 10 by considering marketing actions to help to market your app Document in Resources that has website links to information about app marketing
Extension task – legal downloads	**Student Log:** Complete the fill-in-the-gaps activity to test understanding of legal downloading, with help from the document in the Resources area

Timings for delivery

TechFuture Classroom projects are built for flexibility and different ways of use.

Students can work through the e-learning, completing the activities in the Student Log as they progress. Zipped folders of resources, including copyright-free images and icons are available for students to use.

Students just using the e-learning module, without completing the Student Log, could complete this within one lesson (50 minutes) and homework. The regular knowledge checks throughout the e-learning assess students' understanding. Completion of this module, alongside the three AppShed Basics Course modules automatically awards the **AppBuilder Platinum** badge.

Students who complete the project by working through the additional tasks in the Student Log will require three lessons and homework. Extension activities are available for keen students – these could add a further lesson with homework.

Note, for individual award of badges students must be logged into their own account.

Flipped classroom delivery

It is possible to use TechFuture Classroom projects for flipped classroom delivery. When students have their login details, they can access the platform at any time from home and school. Students could complete the e-learning at home, and come to class to complete the Student Log activity and build their app in the AppShed platform (requires access to AppShed.com).

If you have questions or queries about this project, contact sue@thetechpartnership.com and we will do our best to respond within 48 hours.