

Computational Thinking: Creating ImpaCTful Apps with App Lab

ACCE 2018

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Today's Workshop

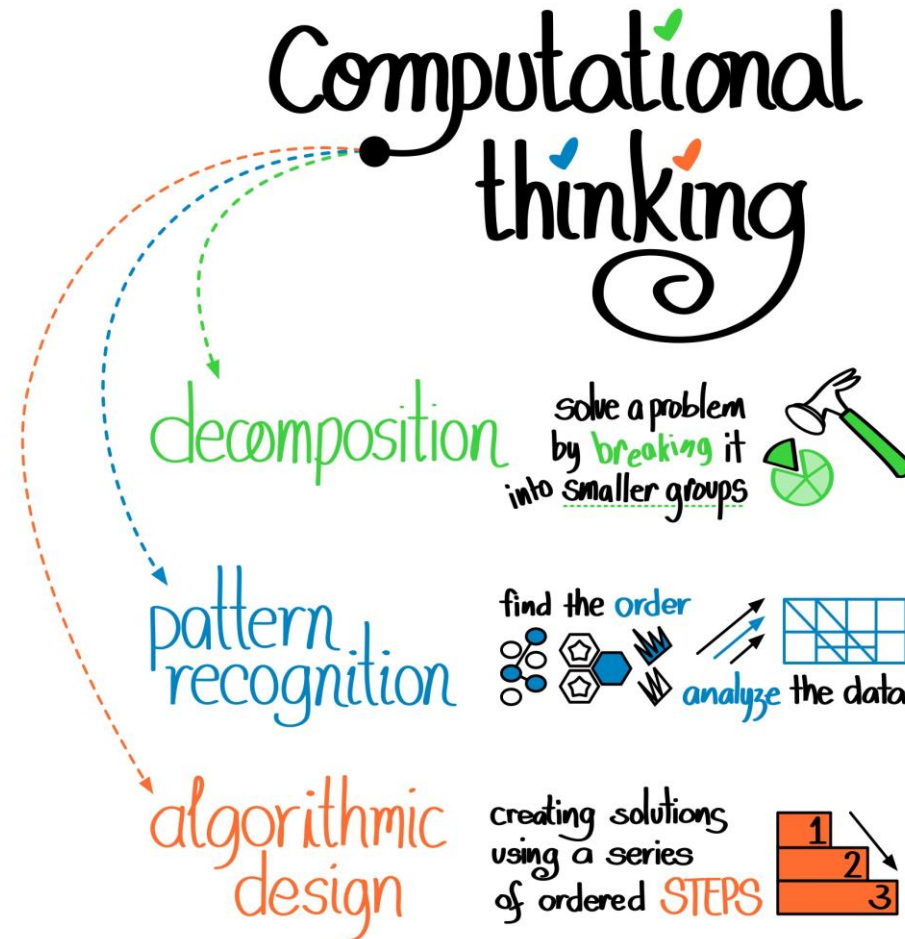
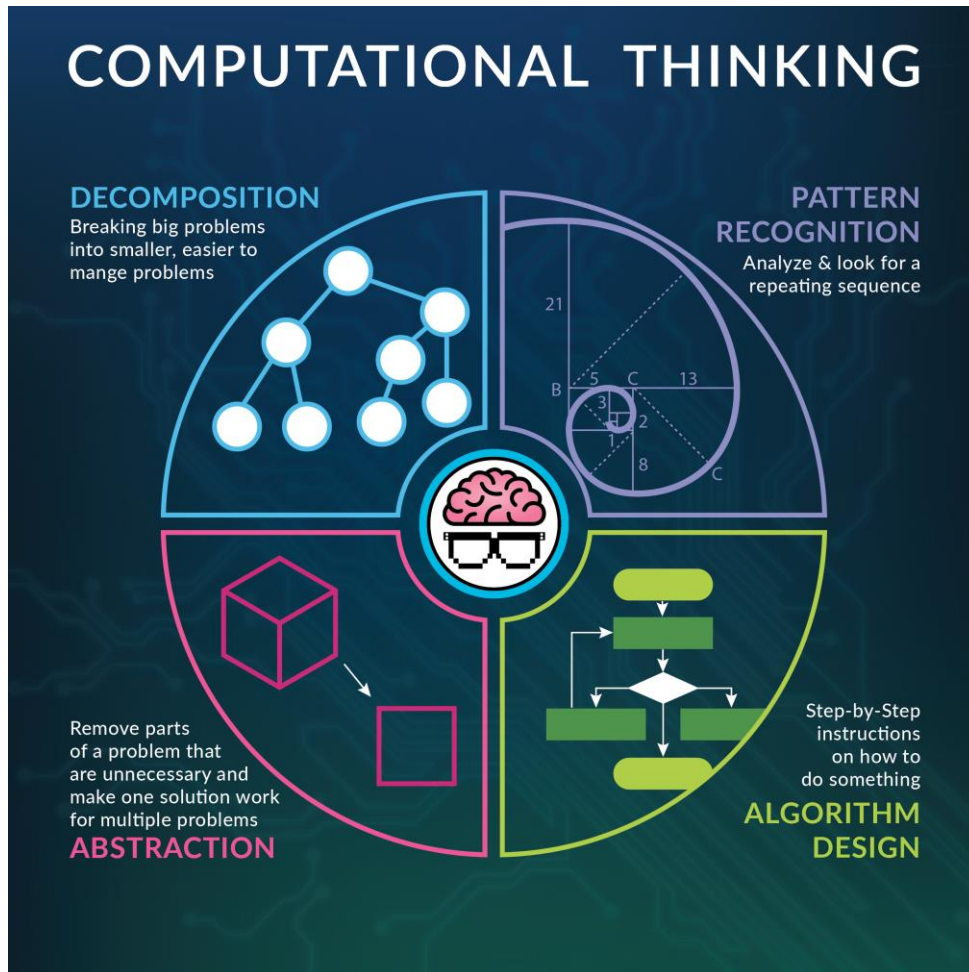
1. Examine digital solutions
2. Define and decompose problems
3. Gather and analyse data
4. Design digital solutions
5. Create an app
6. Evaluate digital solutions



Kahoot!

1. Go to kahoot.it
2. Enter Game Pin:
3. Enter your nickname
4. Get ready to play!

Computational Thinking



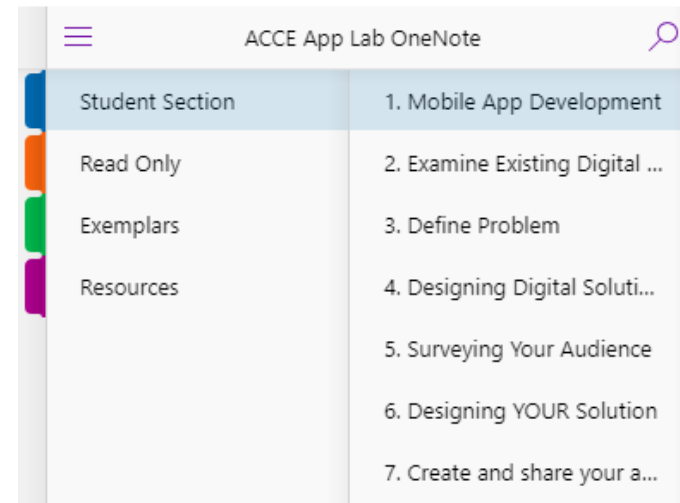
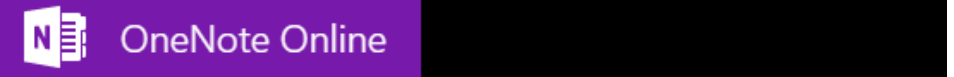
Digital Technologies Curriculum



- Year 5 and 6 Achievement Standard:
 - By the end of Year 6, students explain the fundamentals of digital system components (hardware, software and networks) and how digital systems are connected to form networks. They explain how digital systems use whole numbers as a basis for representing a variety of data types.
 - Students define problems in terms of data and functional requirements and design solutions by developing algorithms to address the problems. They incorporate decision-making, repetition and user interface design into their designs and implement their digital solutions, including a visual program. They explain how information systems and their solutions meet needs and consider sustainability. Students manage the creation and communication of ideas and information in collaborative digital projects using validated data and agreed protocols.
- Year 7 and 8 Achievement Standard:
 - By the end of Year 8, students distinguish between different types of networks and defined purposes. They explain how text, image and audio data can be represented, secured and presented in digital systems.
 - Students plan and manage digital projects to create interactive information. They define and decompose problems in terms of functional requirements and constraints. Students design user experiences and algorithms incorporating branching and iterations, and test, modify and implement digital solutions. They evaluate information systems and their solutions in terms of meeting needs, innovation and sustainability. They analyse and evaluate data from a range of sources to model and create solutions. They use appropriate protocols when communicating and collaborating online.

OneNote Online

Go to: <http://bit.ly/ACCEAppLab>



1. Mobile App Development

Wednesday, 18 April

! Learning Intention

- Understand

! Success Criteria

- Identify
- Identify
- Identify
- Identify

? Who's the Most



Scan me