
APP

DESIGN

WORKSHOP PROGRAM



STUDENTNOMIC

DRAFT VERSION

INTRODUCTION

Overview

This workshop plan introduces pupils to app design and the technology sectors aiming to bring an opportunity for enrichment. Pupils have the opportunity to design and create an app for their school based on a brief and requirements set out by the school. Working alongside members of the team at Studentnomic, they will be able to gain an insight into the technology sector and benefit from a wide array of transferable skills and curriculum links.

CURRICULUM

Overview

There are a number of opportunities to link the workshop with the curriculum and will be particularly useful for pupils with a keen interest in technology or careers within, as well learners of subjects such as computing and design providing an invaluable enrichment opportunity.

	KS1	KS2	KS3	KS4
Age	5 - 7	7 - 11	11 - 14	14 - 16
Year Groups	1 - 2	3 - 6	7 - 9	10 - 11
Core Subjects				
English	✓	✓	✓	✓
Mathematics	✓	✓	✓	✓
Science	✓	✓	✓	✓
Foundation Subjects				
Art & Design	✓	✓	✓	
Citizenship			✓	✓
Computing	✓	✓	✓	✓
Design & Technology	✓	✓	✓	
Languages		✓	✓	
Geography	✓	✓	✓	
History	✓	✓	✓	
Music	✓	✓	✓	

Physical Education	✓	✓	✓	✓
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Curriculum Links

We aim to deliver the workshop in a way that will enrich a pupil's learning across other subjects, a wide array of links can be made, and where desired we are able to tailor this to a school's own curriculum. The delivery of the workshop and curriculum links will be adjusted for to reflect a learner's ability and level.

Curriculum Links	
Core Subjects	
English	<ul style="list-style-type: none"> • Literacy > Writing of content • Communication > Conveying and the communication of ideas to others
Mathematics	<ul style="list-style-type: none"> • Programming > An initial understanding into programming and technical processes used in the creation of an app
Science	<ul style="list-style-type: none"> • Methodology > Taking a methodological approach to the creation of an app aware of factors that could impact the project and suitable planning
Foundation Subjects	
Art & Design	<ul style="list-style-type: none"> • Art & Design > Pupils has the opportunity to demonstrate a creative ability • Art & Design > Pupils have the opportunity to design an app for their school with a design appropriate for target users, i.e. parents/pupils
Citizenship	<ul style="list-style-type: none"> • Careers > Opportunity to gain an insight into careers in the technology sectors experiencing some of the requirements and options • Collaboration > Pupils will need to work together with a common objective providing the opportunity to build teamwork skills • Communication > Pupils will need to convey their ideas clearly with respect for others and have the opportunity to develop their communication skills • Personal Development > Pupils will have the opportunity to develop and enhance personal skills • Digital Citizenship > Pupils will develop their understanding of information literacy and digital communication
Computing	<ul style="list-style-type: none"> • Computing > Gain an insight into how 'apps' can be used and created • Computing > Create an 'app' for their school based on a given brief and requirements set out by the school, 'the client' • Computing > Pupils will have the opportunity to test and then optimise their app in meeting the given requirements • Digital Citizenship > Pupils will further develop their understanding into digital citizenship, particularly with focus to internet privacy, information literacy and creative credit
Design & Technology	<ul style="list-style-type: none"> • Design & Technology > Pupils will be required to follow a given brief to create an application suitable in meeting the client's requirements • Design & Technology > Pupils will have to develop a plan in the creation and execution of their app design
Languages	<ul style="list-style-type: none"> • Understanding > Gain an understanding of how to make information accessible to all readers

Geography	<ul style="list-style-type: none"> • Social > Gain an understanding of social factors in the creation of an app ensuring a level of inclusion in developed apps
History	<ul style="list-style-type: none"> • Communication > Effectively conveying ideas and communication
Music	<ul style="list-style-type: none"> • Music > Demonstrate a creative ability to think intuitively
Physical Education	<ul style="list-style-type: none"> • Teamwork > Learners must be able to function well together as part of a team, developing their teamwork skills

WORKSHOP OBJECTIVES

Session Objectives

The workshop will be delivered for pupils in Years 3 - 6 (KS2) and will aim to encompass links to the wider curriculum. Please inform us if you would like us to tailor the delivery of the workshop in anyway to conform with a particular element of your school or subject curriculum.

Key objectives will include:

- I. To be able to work effectively as part of a team in creating an app that meets the requirements set out by the school
- II. To gain an understanding of the basic technical processes that can be used to create apps
- III. To demonstrate a creative ability in producing an app that meets the given brief
- IV. To gain an insight into the careers and opportunities in the technology sectors as well as the career and education paths available to learners

WORKSHOP INFORMATION

School Information	
School	
Address	
Tel	
Contact	
Website	

Workshop Information			
Date	Monday 9 July, 2018		
Start Time	09:00	End Time	15:00
Number of Pupils	9 Students	Age Range	Yr 3 - Yr 6 (7 - 11)
Session Instructors	Tim Collins (1)	Ben Harland (2)	
Teacher			

INSTRUCTOR INFORMATION

Instructor Information

Two instructors from Studentnomic will host the workshop session. All instructors are required to be DBS checked and approved prior to delivering a workshop. You can view the details of the session instructors below including contact information if you have any queries.

Instructor 1	
Name	
DBS Check	
Email:	
Tel (Mobile):	
Tel (Office):	
# of Students	5 (Group 1)

Instructor 2	
Name	
DBS Check	
Email:	
Tel (Mobile):	
Tel (Office):	
# of Students	4 (Group 2)

TECHNOLOGY REQUIREMENTS

Technology Requirements

Please find the below information on the technical requirements for the workshop. Please don't hesitate to reach out to us with any queries.

Computer/IT Resources	
# of Computers	15 Computers
# of Learners	9
Operating System	Windows 8
Internet Connection	Required on all used computers - WiFi preferable for connection to our MacBook (required for creation of the app prototype) and our testing iPhone, please advise if this is unavailable.

Software Programs	
Graphic Program	<p>We will need students to be able to use a suitable graphics program on the day, please advise us if you currently have any graphics programs installed already. Alternatively we recommend the use of any of the following:</p> <ul style="list-style-type: none">- Affinity Designer- Adobe Photoshop** / Adobe Illustrator**- Sketch** (macOS only) <p>*All of the above can be installed as a free trial if you do not currently have these installed. A free trial will be sufficient for the workshop.</p> <p>**These programs are best if a learner has prior knowledge of the program, if not we can recommend the use of Affinity Designer which is also available free of charge to educational institutions.</p>
Web Browser	<p>A suitable web browser should be installed:</p> <ul style="list-style-type: none">- Microsoft Edge- Google Chrome- Safari
Word Processors	<p>To allow collaboration amongst learners we will set-up Google Docs on all used computers, through this they will be able to work on documents together. Only a suitable browser is required for this.</p>

Website Filters	<p>Some website filters may block access to domains that are required for the session, please check with your school's IT support that the following domains (including sub-domains) are not blocked and available:</p> <ul style="list-style-type: none"> - google.com (play.google.com and docs.google.com) - apple.com (itunesconnect.apple.com, portal.apple.com, developer.apple.com and itunes.apple.com) - icloud.com - office.com (portal.office.com, outlook.office.com and office.live.com) - live.com (office.live.com) - sharepoint.com (studentnomic-my.sharepoint.com/) - youtube.com
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WORKSHOP PLAN

Overview

Please find the preliminary workshop plan.

Time	Description
08:30	<p>Set-Up Workshop</p> <p>Tim and Ben will set-up the workshop including the setting-up of technological equipment prior to the starting of the session.</p>
09:00	<p>Session will begin with an introduction from Tim Collins and Ben Harland explaining the work they do in the technology sector. There will be time for a quick Q&A session but pupils will be encouraged to ask questions and discuss with Tim and Ben throughout the day.</p> <p>After the introduction, we will review the app brief and requirements, some key discussion points include:</p> <ul style="list-style-type: none"> ● What are St. Nicholas' primary objectives for creating an app? ● Who should the app be designed for, and how should this be considered? ● Planning the app and breaking of into teams?
09:30	<p>Pupils will break of into teams, pupils will be encouraged to take ownership of some of the activities identified previously and in suggesting an appropriate team split, all pupils will rotate through different tasks. Both Tim and Ben will actively work with the teams in supporting and guiding learners.</p> <p>Key focuses should include:</p> <ul style="list-style-type: none"> ● Developing a strategy to ensure that the app meets the client requirements ● Effective communication and teamwork, as teams will at times have to work on separate tasks but must work together to achieve the end goal ● Possible team approaches: one focused on the layout/design of the application, and another on the features and functionality of the application (rotation structure)
	Morning Break
10:00	<p>All pupils will come back to share with one another progress on where they're at and exploring whether this is meeting the brief and making changes accordingly. Once more, pupils should consider obtaining feedback on the app to ensure it's appropriate for the audience, this could include creating surveys, asking peers and/or staff, and making</p>

10:30	<p>decisions based on the feedback.</p> <p>Suggestions:</p> <ul style="list-style-type: none"> • Presenting back to peers progress, suggestions and difficulties working to ensure a 'team' effort in creating the app • Does the app meet the brief and requirements, and identifying tasks to take forward • User feedback and suggestion of changes
11:00	<p>The app should be structurally created, learners will be guided in creating the core app structure so that a prototype version can be created later on in the session. Teams will continue on the tasks and project approach created.</p> <ul style="list-style-type: none"> • Check the app structure/make any necessary changes
11:30	<p>Pupils will begin to prepare the app for development and prototyping, this includes the set-up on Google Play and the App Store.</p> <ul style="list-style-type: none"> • Prepare app for development and publication • App Store preparation
12:00	<p>- Lunch Break - Over lunch we will download the app file so this can be prepared for prototyping</p>
12:30	<p>Pupils will be able to develop the application using Xcode to prepare this for prototyping. Using the app file, we will guide learners in understanding the basic code processes and how the app is built from our platform.</p> <ul style="list-style-type: none"> • Use Xcode to compile and prepare the app for prototyping • Download the app onto the testing iPhone • Activate the application for testing
13:00	<p>Once the application has been compiled in Xcode pupils will be able to use the app on the testing iPhone, any changes made on the editor will automatically sync. Tim and Ben will provide an overview of how to use the testing app and guide learners in using the testing apparatus to improve and enhance the application.</p> <ul style="list-style-type: none"> • Testing the application, reflecting on feedback and showing peers/staff • Ensuring the application works as intended
13:30	<p>Learners will have the opportunity to continue creating the application, now able to refer to the test app to see live changes. Pupils will need to reflect back on the brief and the requirements to ensure it meets objectives.</p>
14:00	
14:30	<p>The application will be updated automatically as changes are made in the app editor, pupils will work together in identifying ways to improve and optimise the app. Within their teams, learners will brainstorm ideas and discuss with one another before collaboratively sharing this with the whole group.</p>
15:00	<p>Learners will also explore ways to implement the app with the target audience and ensure. Students will be encouraged to think of ideas but examples could include drafting social media posts, emails and posters to raise awareness.</p>
	<p>- End of Session - Reflection on the session, further discussion and Q&A session with Ben and Tim.</p>
15:30	<p>Clear-Up Workshop</p>

The Client

St. Nicholas CofE Primary School

App Design Brief

St. Nicholas CofE Primary School are looking to launch their school app by the end of the school year and have commissioned you to design and develop an app that can be used by both parents and students. As a primary school they want to maintain a high level of communication and engagement with parents and students, sharing the latest school news and events, as well as important communications and messages.

An app has been seen as a forward-thinking and effective way to achieve this. An initial design enquiry made by St. Nicholas CofE Primary School showed a need to encompass a number of core features including a User Mailbox to send messages and attachments (such as letters) to parents as well as the ability to send push notifications for important reminders and alerts. Once more, the school has also asked you to include several other features including a news and updates page, in-app forms, picture galleries, calendars and to connect it with their social media accounts.

You may wish to include additional features, if you feel it is both appropriate and beneficial to the app. Adding unnecessary features can complicate an app for users, and you should only add features that the client has asked for, or will be beneficial to your app's users. It's important that throughout, the app design reflects the branding and identity of St. Nicholas including the use of the school's logos, colours and motto while being easy to use and engaging for parents and students.

