

# LEARNING JOURNEY COMPUTING

# **MOBILE APP DEVELOPMENT**

Use user input

in an event-

driven

programming

environment

GOLDEN THREAD QUESTION

**Programming** 

Identify and fix

common coding

errors in a block-

environment

based

### WE ARE HERE

Use a blockbased programming language to create a sequence

Recognise that events can control the flow of a program

Implement and customise GUI elements to meet the needs of the user

What is a variable?

Pass the value of a variable into an object

Use variables in an event-driven programming language

#### **CAREER LINKS**

This will help you understand what a career in app development might involve, as well as programming generally.



based programming language to include selection

Use a block-

**Programming** project

Identify when a problem needs to be broken down

Apply decomposition to break a problem down into more manageable steps

Establish user needs when completing a creative project This unit progresses your knowledge and understanding of programming constructs in a block-based programming environment. You will also develop your computational thinking and project planning, by going from decomposing a larger project into smaller parts and creating success criteria for the project to getting user feedback and evaluating your projects.

#### **TUDOR HABITS**

You will develop computational thinking skills as you work through this unit.

## **VOCABULARY**

Program, event, sequence, selection, environment, project

Reflect and react to user feedback



Evaluate the success of the programming project

