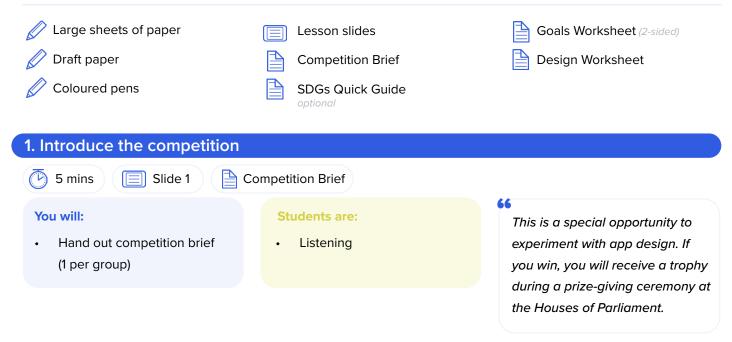# Lesson Plan

⏱ 1 Hour

Objectives

1. Build awareness of the Changemakers competition, Sustainable Development Goals (SDGs) and of what makes a good app.

2. Generate and develop ideas collaboratively, and produce an app design in groups.

We know that schools/colleges are often pushed for time in a packed curriculum. We have suggested some activities, but if time is short, you can cut out sections and print and disseminate the resources.

Resources

- ✎ Large sheets of paper
- ✎ Draft paper
- ✎ Coloured pens

- 📄 Lesson slides
- 📄 Competition Brief
- 📄 SDGs Quick Guide *optional*

- 📄 Goals Worksheet *(2-sided)*
- 📄 Design Worksheet

1. Introduce the competition

⏱ 5 mins · 📄 Slide 1 · 📄 Competition Brief

You will:
- Hand out competition brief (1 per group)

Students are:
- Listening

> *This is a special opportunity to experiment with app design. If you win, you will receive a trophy during a prize-giving ceremony at the Houses of Parliament.*

2. Pick a Sustainable Development Goals (SDG) Activity

⏱ 5 mins · 📄 Slide 2 · 📄 Goals Worksheet *Page 1* · 📄 SDGs Quick Guide *optional*

You will:
- Hand out the Goals Worksheet (one per group) and instruct the students to select which ones most resonate with them.
- You can also print or display ourSDGs Quick Guide which provides more information on each goal, if you wish.

Students are:
- Ticking the goals they are most interested in on the worksheet.

> *These goals were put in place by the United Nations, to tackle big global issues like eliminating poverty and promoting clean energy, amongst others.*

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3. Mind Map Activity

10 mins | Slide 3 | Paper and Pens | Goals Worksheet *Page 2* | SDGs Quick Guide *optional*

You will:

- Get the students to vote which selected goal they like most in their groups.
- Guide the students through making mind maps of their selected goals.
- You can read questions from the prompts sheet if you need support.

Students are:

- Voting on which goal they will work on collectively.
- Creating a mind map as a group for the chosen goal.
- Using the question prompts on the Goals Worksheet and the SDGs Quick Guide to help them decide on the aspect of the SDG to solve.

> *What are the main problems that make up this goal?*

> *If you picked Climate Change, for example, you might highlight that rising sea levels, inaction by governments, less biodiversity all contribute to Climate Change.*

4. 'What makes a good app?' discussion

5 mins | Slide 4

You will:

- Lead the class in a discussion.
- Give examples that most resonate with your students. Examples shown on the slide:
  Innovative: WhatThreeWords
  Feasible: Google Maps
  User Friendly: Shazam
  Utilises Tech: Tiktok

Students are:

- Collectively contributing to a class discussion on what makes good apps, and what they should consider when designing theirs.

> *What apps do you use? What do you like about them? What do you think is good about them?*

5. Quickfire App Ideas Activity

10 mins | Slide 5 | Pens and Post-its | Goals Worksheet

You will:

- Set a timer for 5 minutes.
- When the timer is complete, get students to stick their post-it notes to the mind map, or on a wall to view them all together.
- Circulate and listen.

Students are:

- Looking at their mind map and consider how an app could solve one or more of the problems they have identified.
- Writing down as many quick ideas as they can for how an app could solve these problems.

> *The best way to have good ideas is to have lots of ideas.*

> *Is it an app to connect people experiencing the same problem? To connect experts? To educate through a game?*

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5. App Design Activity

⏱ 15 mins   📑 Slides 6 and 7   ✏️ Pens and Draft Paper   📄 Design Worksheet

You will:

- Hand out the App Design Worksheets

- Encourage students to use the draft paper to make rough sketches.

- Encourage students to outline key features of their app, and consider how to visually represent those features.

- Use the example slide to show visuals from well known apps.

Students are:

- Developing one of their app ideas using the App Design Worksheet.

❝ *Keep it simple! Use lots of white space to make the design feel clean and easy to understand. Less is more!*

❝ *Choose a simple colour palette with 2-3 main colours*

❝ *Use larger sizes, bold fonts, or bright colours for the most important information to make it stand out."*

❝ *Use icons and images to visually represent things*

Homework *Optional*

⏱ 1 min   📑 Slide 8

You could:

- Send students away with additional worksheets to work on another idea, or refine their existing idea.

Students could:

- Complete their Design Worksheet or use their chosen medium to refine their idea as homework.

❝ *"Take some time to refine your ideas. You can submit a video, image files, or PDFs, so be creative!"*

Reminder: You must submit designs on behalf of your students and we accept 5 maximum per teacher. Submissions close on 20th December 2024 17:00.

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