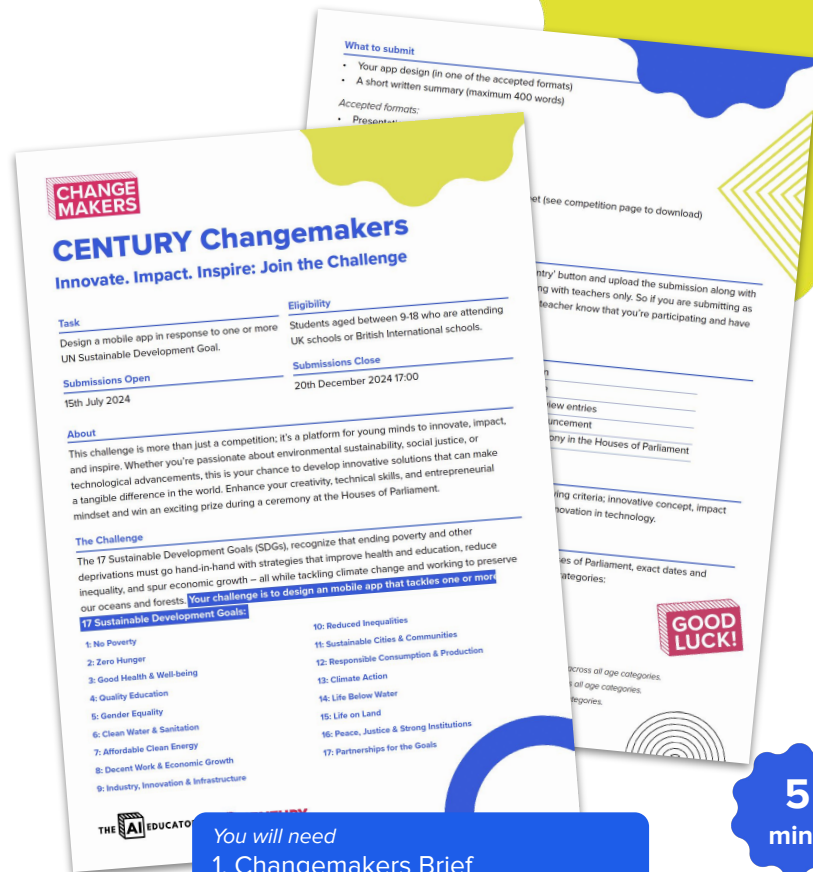


Learn

Changemakers Competition

- Work in groups
- Design an app that solves a Sustainable Development Goal (SDG).
- Each teacher will submit their top 5 entries
- Deadline: 20th December 2024

The winners will attend a prize-giving ceremony in the Houses of Parliament!



You will need
1. Changemakers Brief

5
mins

CHANGE MAKERS

Activity: Pick a Goal

- Review the goals in your Sustainable Development Goals Worksheet.
- Tick the ones you are most interested in.



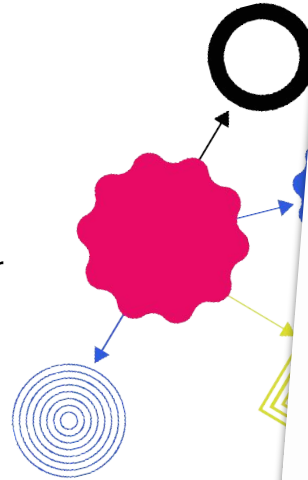
You will need
1. Goals Worksheet - Page 1

5
mins

Activity: Mind Map Goals

- Pick one of the goals.
(If you're working as a group, vote to find the most popular goal)
- Write your goal in the middle of a big piece of paper.
- Using the question prompts to help you, write your ideas on your mind map.

(For example Climate Change: Rising sea levels, inaction by governments, less biodiversity)



You will need

1. A big piece of paper
2. Pens
3. Goals Worksheet - Page 2
4. SDGs Quick Guide

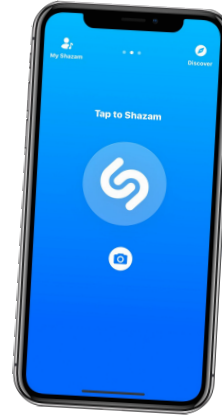
10
mins

Discussion: What makes a good app?



Innovative

Apps that creatively navigate the original problem in a new way.

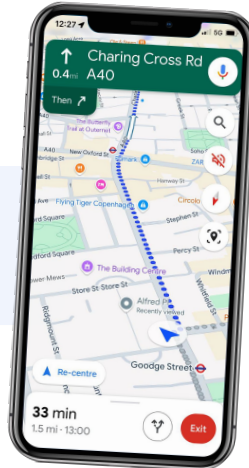


User Friendly

Apps that are intuitive, and have an easy-to-navigate interface.

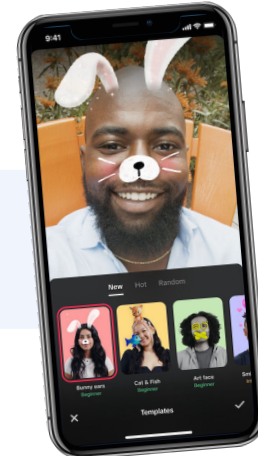
Feasible

Apps that are realistic, and easy to maintain.



Utilises Technology

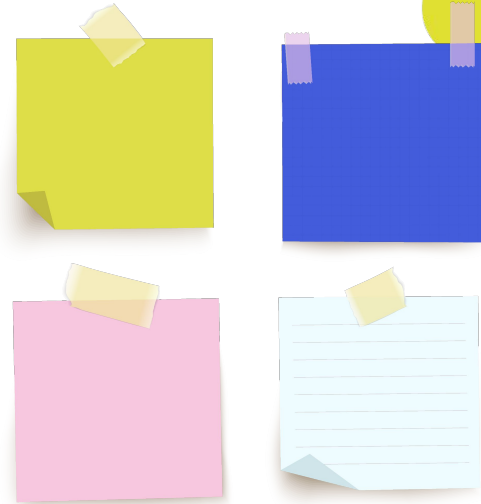
Apps that use the latest technology.



5
mins

Activity: Quickfire App Ideas

1. Set a timer for 5 minutes.
2. Using the question prompts to help you, write down as many app ideas as you can on post-it notes.
(Use your mind map findings to inform your ideas.)
3. Review the ideas in your group and then vote on your favourites.
4. Identify which idea has the most votes.



You will need

1. Post-it notes
2. Pens
3. Goals Worksheet - Page 2

10
mins

Activity

Activity: App Design

1. On the first page of the Design Worksheet, write your
 - a. app's name
 - b. description, as it would appear on the app store.
2. Design an app icon. *Remember, simplicity is best!*
3. On the other side, draft out what the three key screens would look like.

(For example, what does the homepage look like? Will there be a user profile area? Think about your app's features and how you want to display them)

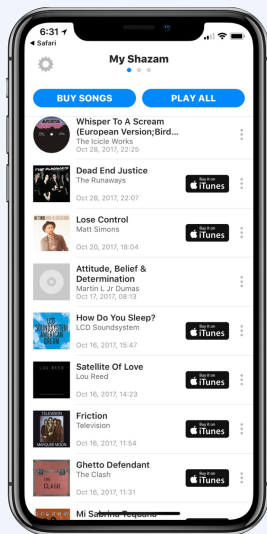


Key Screen Examples: Shazam



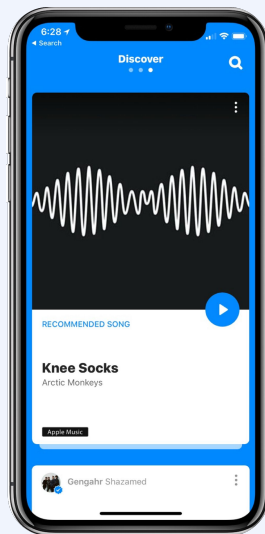
Main Screen

A single button to begin audio recognition



My Shazam

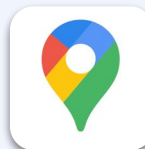
Where all recognised audios are stored



Discover

An area to discover new music

Icon Design Examples



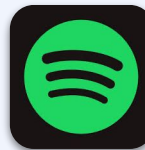
Google Maps

A pin marking a place on a map



Snapchat

A ghost to represent the messages disappearing



Spotify

A shape indented to represent soundwaves

You will need

1. Design Worksheet
2. Draft paper

15
mins

You can submit designs in any of the following formats:

- Presentation (up to 4 slides)
- PDF (up to 4 pages)
- Video (up to 1 minute long)
- PNG/JPG (Up to 4)
- A scanned or digitally completed Design Worksheet (recommended for upper KS2 - [download here](#))

The upload limit for all files is 100mb.

Submissions close 20th December 2024 17:00

