

## KNOW BEFORE YOU GO.

**Class the lesson might be taught in:** Technology, Health Sciences, Math, ELA

**Grade level:** 9-12

**Amount of time needed:** (3 day) 50 minute class sessions

**Objective Statement:** By the end of the project, the student will be able to develop a computer application that allows travelers to access statistical information about potential health concerns such as local and infectious diseases.

### Common Core State Standard Alignment

**CTE:** HLC.03, HLC.06.01.01, HLC.06.01.06

**ELA:** RST.9-10.3, WHST.9.10.4, WHST.11-12.7, W.11-12.6

**Math:** MP1, MP2, MP4, MP5

**Next Generation Science Standard Alignment:** HS-ETS1-2

**Required Resources:** Computer Lab, Internet, Access to AppMakr

### DESCRIPTION OF ACTIVITY:

■ Students working in teams will research popular foreign travel destinations and identify potential or prevalent health concerns that are specific to the area. Students will then analyze the concerns based on information such as local diseases, medical care and availability. Finally, students will compile research activity and develop an app that will help inform potential travelers of the risks associated with traveling to specific travel destinations

### ACTIVITY:

- **DAY 1 (50 mins):** 5 mins - Welcome/Directions, 40 mins - Team Research, 5 mins - Wrap up.
- Day 1 begins with the instructor welcoming the class and providing students with directions on what will take place that day. After the welcome, the instructor will divide students into teams of 4-6, and give students a list of countries to choose from to research. The instructor will also give the students a guided worksheet that will help student students answer the following questions:
    - What is the title of the App?
    - Who is the intended audience for the app?
    - What will make your app stand out?
    - What is the purpose of the app?The questions in the worksheet will be used to help students plan for the development of the app.

*Day 1 concludes with the instructor answering questions and addressing any concerns students may have as it relates to the project.*



■ **DAY 2 (50 mins):** 15 mins - Opening/Directions, 30 mins - App Development, 5 mins - Wrap up.

- Day 2 begins with the instructor welcoming the class and providing a refresher of the activities that occurred the previous day. After the class has been updated, the instructor will provide students with access to the computer lab. Once in the lab, the instructor will provide a brief demonstration on the software (AppMakr) that will be used to develop the app. The instructor will also provide written instructions to each team on how to use the software.

**The steps to using AppMaker are as follows:**

**Step 1:** Filling in the details. Students will open AppMaker at <https://www.appmakr.com/> and begin building their app by filling in a form that describes how the app will be used. The guided worksheet provided in Day 1 prepares students for this form, and allows for students to quickly move through this process. During this step, students will be able to choose and change the colors for their app interface, select a background image, establish their app demographics, and upload selected images.

**Step 2:** Customizing the app details. During this step, students will be able to customize the details of their app. Students will use the blogger tool in the app and input the content that they wish to share with their intended audience.

**Step 3:** Publish the app. During this step, students will customize their welcome message to the app, assign tags and decide where their app will be published.

*Day 2 will conclude with the instructor answering questions and addressing any concerns.*

■ **DAY 3 (50 mins):** 5 mins - Opening/Directions, 25 mins - Review, Revisions and Edits, 20 mins - App Sharing with Peers and Evaluation.

- Day 3 begins with the instructor opening the class and refreshing students on the previous day's activities. Students will then be allowed 25 mins to review their app to make any last minute edits or revisions. After students have reviewed their app, they will share information on how to access their app with another team in the class. The selected team will evaluate the other team's app using a rubric. Once the team has completed their evaluation, the team will give the rubric to the instructor prior to the end of the class.

**RUBRIC:**

|                      | 50   | 30  | 20  | 10   | SCORE |
|----------------------|--|---|---|--|-------|
| <b>Content</b>       | Content is very in-depth and specific to target audience.  | Content is informative and beneficial to its target audience. | Content is general but helpful to its audience. | Content is non-existent or not useful to its audience. | /50   |
| <b>Design</b>        | Excellent layout, visually appealing, and user friendly.   | Good layout, appealing, and easy to use.                      | Poor layout and difficult to use.               | Complex layout and very difficult to use.              | /50   |
| <b>Functionality</b> | App is fully functional and does not require improvements. | App is functional but could use improvement.                  | App is limited and requires additional work.    | App is not functional                                  | /50   |
|                      |  |   |   |  | /150  |

*Additional Resources: Example Team Contract - [https://www.bie.org/object/document/project\\_team\\_contract](https://www.bie.org/object/document/project_team_contract)*