Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ PLTW APP Creators Unit 1 Let’s Create an APP

Guiding Questions:  *In what ways does technology affect people’s lives?*

*How do computer scientists design and develop mobile apps that meet desired needs?*

*What does effective teamwork look like?*

**Guided Tracker**

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| Learning Target | | Beginning | Developing | Accomplished | Exemplary | Evidence to support your self-assessment |
| **I can design solutions to real world problems using drag and drop coding.** | |  |  |  |  | Project 1.8 Build a Body |
| Supporting Learning Targets | I can Identify elements of drag and drop coding and explain the function for each component. |  |  |  |  | Lesson 1: Drag and Drop Coding introduction |
| I can apply user-centered design principles when creating a solution. |  |  |  |  | Lesson 3: Events and Abstractions |
| I can create programs by developing and testing code in a modular, incremental approach. |  |  |  |  | Lesson 5: Decision Time |
| I can describe and analyze moments within a problem-solving process where persistence, iteration, and the positive aspect of failure played an important role in gaining understanding about a problem or unexpected observation. |  |  |  |  | Lesson 6: Bug Blaster |
| I can create and store data during the execution of a program. |  |  |  |  | Lab 1.7 Game Time! |

