

### Overview

Now that students have a grasp on how to use Keynote to wireframe an app, they can begin **prototyping** their own app design! Using their “5 Ws” app proposal and resources from the Keynote workshop as a guide, students can design their **app logo** and set up the initial slides that act as the backbone for their **app wireframe**.

### Goals for Understanding

By the end of the week, students should be able to:

- Create a rough mock-up of their app logo
- Develop at least 3-5 slides of their initial wireframe in Keynote, including **linking between slides**
- Begin to identify more **challenging features** that they do not yet know how to build in Keynote (i.e. drop-down menu, search function, collapsible filter, etc.)

### Required Materials

- iPad with Keynote app installed

### Lesson Resources

- Week 6 - Develop the Future Middle Years slides resource (Keynote - slides 2-10)

### Learning Activities

Time	Activity
5 min	<p><b>Design Thinking: The Prototyping Stage</b></p> <p>Begin the week’s work by sharing the Design Thinking Framework on the “Initial Wireframing” Keynote slides. Take a moment to have students reflect on the process that they have engaged in so far. They have spent time empathizing with potential users and defining a problem formally via their app proposal assignment – now it is time to prototype!</p> <p>The app wireframe that each student develops on Keynote will act as their prototype for their project. Take some time to discuss the evolving nature of a project of this scope - there will be multiple <b>iterations</b> of their work, and they should be mentally prepared that the first copy is not the final copy!</p>
10 min	<p><b>Creating an App Logo Mock-up</b></p> <p>Once students have iPads, it’s time to get to work! They can begin by opening a new Keynote file. Insert the phone shape, then ensure it is enlarged and locked on their screen. From there, they can select their brand colours and use shapes in order to design their app logo on Keynote. Don’t forget to add a “Get Started” button, too! You may want to complete an opening page in a guided fashion to do a quick assessment on student support needs.</p>
30 min+ (extra work blocks can be offered this week as well)	<p><b>Wireframing</b></p> <p>After students create their app logo, they can duplicate the slide in order to build out the opening pages of their <b>user interface (UI)</b>. Where should that next slide take the user? Allow students some time to imagine how their app might be set up. Different students will have different processes for this. Some will map out multiple slides with notes. Others will draw it out on paper. Others yet will create each slide one by one with the plan all in their head. There is no wrong way to move through this creative process! If you’d like to scaffold this out beforehand, that’s fine, too! You may use the optional “Wireframe Planning” handout from this week as a planning support.</p> <p><i>Note:</i> There may be some features students want to include but are unsure how to build or set up in their wireframe. Have them note their questions for the advanced Keynote workshop!</p>
15 min	<p><b>File Naming and File Back-up Recommendations</b></p> <p>Ensure students rename their Keynote file with their name(s) at the front of the file name. You may wish to back-up files by having students AirDrop their Keynote file to you each week, particularly if students access iPads that are shared across multiple classrooms. This prevents students losing their work in the event it gets deleted.</p>