



App Development

Week 1

- Introduction to App Inventor and its interface
- Creating a simple "Hello World" app
- Understanding the basic components of an app (buttons, labels, text boxes, etc.)
- Building a calculator app-Homework assignment: Create a "My Favorite Things" app that includes pictures and descriptions of their favorite things.

Week 2

- Recap of the previous week's lesson
- Learning how to use loops and conditional statements in App Inventor
- Building a quiz app with multiple choice questions
- Homework assignment: Create a "Joke Teller" app that tells a random joke when a button is clicked.

Week 3

- Recap of the previous week's lesson
- Understanding how to use lists and arrays in App Inventor
- Building a to-do list app
- Homework assignment: Create a "Drawing App" that allows the user to draw pictures using different colors.

Week 4

- Understanding data handling concepts through Scratch
- Creating graphs and charts using Scratch
- Designing a basic quiz game on math concepts using Scratch

Live Competition to be held after App Development Module