

App design mini project – Delivery guide

The five phases of a Design Club project



Being a mentor

Don't worry if you've never worked with children before. They're fun, creative, and keen learners. Your job is to guide, and make a positive lasting impression.

Feel comfortable with your own style and level of expertise. These notes are a starting point. Feel free to adapt and build on them. Think about how to create a great experience.

Let children lead as much as possible. Your role is to build confidence and encourage them to open up. Ask them to talk about their ideas and thinking, to experiment and be creative.

Things to keep in mind when mentoring

- **Show an interest** – Show a genuine interest in the work being produced.
- **Provide positive feedback** – Linked to above, offer lots of positive feedback.
- **Be patient** – Some children will need more support than others.
- **Prompt with questions** – Rather than telling what to do, try to guide with a question.
- **Encourage reflection** – Ask a child to explain what they understood about an activity.
- **Give children space to create** – Don't feel the need to sit with them the whole time.
- **Go away and come back** – Go away, letting them know you'll be back to check in.
- **Tune in to the level of guidance needed** – This depends on age and experience.

How a mini project session works

What you need

1. Delivery guide – this document
2. [Project slides](#) – to show the children (and you) each stage and activity
3. [Worksheets](#) – for children to work through and complete

Organising the session

- Mini projects are best delivered over 1 - 3 hours, often in a single standalone session
- For single sessions, you may be part of a small team of mentors, one person leading
- The lead mentor usually floats, troubleshoots, and supports all mentors
- We recommend a ratio of 1 mentor to 4 children (but this can be flexible)
- Children are often fine to work through a project alone
- If a child has come with a friend, encourage them to work together
- If a child is working alone, encourage them to share thinking with neighbours

Getting started

- Kicking off can be the trickiest part - children might arrive in dribs and drabs
- Try to kick off the project with a group of 3 or 4 children at the same time
- While waiting for others to arrive, encourage earlier children to:
 - Do a quick activity, such as designing a name badge
 - Chat with their neighbour about their favourite app
 - Download [Marvel App](#) on their phone and have a play

Things to say when getting started

- Introduce yourself and tell the children what you do and what you love about it
- Ask the children their names and favourite app (or game)
- Maybe use an icebreaker (see [warm-up games](#)) to get the group interacting
- Ask the children if they have done Design Club before, and what they like about it
- Ask the children if they have done any designing before
- They might have, but might not recognise it – you can ask again later
- Build rapport with the children by asking what they're into

Delivery notes

These notes are for the [app design mini project \(A3\)](#). Alternatively, you can use the [app design mini project \(A4\)](#). We give a guide time (in minutes) for each activity in a typical two hour session, but adjust these to suit you. Ideally, you should let children take as long as they need. Immersing, reflecting, and having fun is most important.

Phase	Prompts and questions to ask	Mins
Start Introduce the project	● Introduce yourself and say hello – ask their name(s) ● Show children the worksheet and walk through steps ● Ask them if they know what a designer does ● Ask if they've designed before ● Ask them what their favourite apps are	10
1. Define Frame your design challenge	● Ask each child to Choose a person to design for ● Or they can choose a friend, family member or celebrity ● Encourage discussion about needs of different people ● Get them to Choose a challenge ● See if children want to read out their design challenges	10
2. Empathise Create a profile of your user	● Introduce the group to the concept of empathy ● Check to see if they know what empathy is ● Encourage children to think hard about their person ● Emphasise that good design meets the needs of people	10
3. Ideate: Brainstorm ideas	● Remind children to think about their user & challenge ● Encourage writing (or drawing) ideas on Post-its to start	20
4. Prototype: Sketch & prototype your app	● Explain the app is what their person interacts with ● Ask the child to create a simple start screen ● Encourage children to think about their user's needs ● Ask them what their the user would expect to see & do ● Consider using Post-its to sketch screens and ideas ● Help them download marvelapp.com ● Borrow a parent or carer's phone if you need to!	60
5. Test: Conduct a test	● Get the child thinking about questions to ask ● Prompt them to find a group member or adult to test on	10