

## **Daily Details 7**

Just click on the date you were (will be) absent and follow the instructions for that day. Project due dates are listed next to the date in the Table of Contents. Although I do my best to keep this as up to date as possible, due to unforeseen circumstances, dates may change slightly.

*\*If you finish any unit ahead of schedule, you have two options: (1) you may attempt another app in this assignment or extend your learning in the current app or (2) go to Code.org and create a log in. If it does not take you directly to a course, please choose Course Catalog> Grades 6-12> and then choose 'Express Course.'*

[Aug 28, 2025](#)

[Aug 29, 2025](#)

[Sep 2, 2025](#)

[Sep 3, 2025](#)

[Sep 4, 2025- AI2 Quiz 1](#)

[Sep 5, 2025](#)

[Sep 8, 2025- Virtual Pet App due](#)

[Sep 9, 2025](#)

[Sep 10, 2025- FingerPainting App due](#)

[Sep 11, 2025](#)

[Sep 12, 2025](#)

[Sep 15, 2025- Mole Masher App due](#)

[Sep 16, 2025- AI2 Quiz 2 due](#)

[Sep 17, 2025](#)

[Sep 18, 2025](#)

[Sep 19, 2025- Choice App due, AI2 Quiz 3 due- shortened schedule](#)

[Sep 22, 2025](#)

[Sep 23, 2025](#)

[Sep 24, 2025](#)

[Sep 25, 2025](#)

[Sep 29, 2025- Choose Your Own Adventure App due](#)

[Sep 30, 2025](#)

[Oct 1, 2025](#)

[Oct 2, 2025](#)

[Oct 3, 2025-Concept App due, - AI2 Quiz 4 due](#)

[Oct 6, 2025](#)

[Oct 7, 2025](#)

[Oct 8, 2025- Slingshot Reflection Graphic Organizer due](#)

[Oct 9, 2025](#)

[Oct 10, 2025](#)

[Oct 13, 2025](#)

[Oct 14, 2025](#)

[Oct 15, 2025- Oct 23, 2025 - p. 55,56 & 57 due today](#)

[Oct 24, 2025- AI2 Quiz 5- Post Test](#)

[Oct 27, 2025](#)

[Oct 28, 2025 Final App Padlet due](#)

[Oct 29, 2025](#)

[Oct 30, 2025](#)

## **Aug 28, 2025**

Day 1:

© I can understand the expectations for Digital Literacy.

1. Seating arrangement
2. [Introduction of myself, classroom procedures, and expectations](#)
3. Show introduction video '[What most schools don't teach.](#)
4. Then go to Google Classroom and bookmark Daily Details7
5. Show students how to go to [Code.org](#) and do Express Course. Bookmark this.

## **Aug 29, 2025**

Day 2:

© I can create a Google Site using a template.

1. Take pretest (INDEPENDENTLY) in Google Classroom; AI2 Vocabulary PreTest
2. Go to the [Digital Literacy webpage](#) and bookmark it.
3. Click on the DePere Middle School>Digital Literacy webpage> [AI2 Course page](#) and bookmark it. (This will be used as their instruction webpage throughout the course.)
4. Go to [AI2 Student Portfolio Template](#) and click on the three dots on the upper right hand corner and click 'make a copy.' Name it (*Firstnamelastinitial*)- AI2 Student Portfolio. Once duplicated, close out of the original template. Go to your sites.google.com and open your site.
5. Bookmark this as well.
6. Go over the AI2 Student Portfolio and explain the different parts of it.
7. Go to your AI2 Student Portfolio Vocabulary page. Make a copy of the Computer Science Terminology document and insert into the webpage.
8. Go to your AI2 Student Portfolio and click on the Reflection Blog page. Then make a copy of the Reflection Blog document and insert onto the webpage.

9. Take a picture of yourself with your Chromebook. Then fill out the front page using your picture ( insert image> browse to downloads/camera>find image) and then be sure to save.
10. Continue in Code.org Express Course if you have extra time.

## **Sep 2, 2025**

Day 3: [What is a Computer? \(teacher video\)](#)

© I can define important vocab using context clues as I learn the basics of computers.

1. Explain the posters on the back wall.
2. Discuss co-worker and role of co-worker. Introduce yourself to your co-worker.
3. Please open two pages: [AI2 Course page](#) and your AI2 Student Portfolio. (If you did not bookmark this, you may get there by going to [sites.google.com](#).)
4. Go to the [AI2 Course Webpage: Lesson 1](#).
5. Begin by starting with the 'What is a Computer?' page and reading through the tutorial. Be sure to view the embedded videos, click on the images with icons and do the activities throughout the lessons. When you get to the bottom of the page, go to the 'Continue:' lesson.
6. Be sure to add vocab definitions to the AI2 Student Portfolio Vocab page as you go.

## **Sep 3, 2025**

Day 4:

© I can define important vocab using context clues as I learn the basics of computers.

1. Show the video "[What makes a computer, a computer?](#)" and '[Hardware and Software](#)' video
2. Explain and assign Task 2 adding to your Reflection Blog, while going through the tutorial.
3. Continue by opening your AI2 Course webpage: Lesson 1 and the AI2 Student Portfolio and reading the 'What is a Computer?' page. Be sure to view the embedded videos, click on the images with icons and do the activities throughout the lessons. When you get to the bottom of the page, click 'Continue.'
4. If you are finished, please work on Code.org's Express Course.

## **Sep 4, 2025 - [AI2 Quiz 1](#)**

Day 5:

© I can assess my knowledge of Computer Science terminology.

1. Finish up with the 'What is a Computer?' page and read through the tutorial. Be sure to view the embedded videos, click on the images with icons and do the

activities throughout the lessons. When you get to the bottom of the page, click 'Continue.'

2. Be sure to define vocab terms to the AI2 Student Portfolio Vocab page as you go.
3. At this point, you should have 12 vocab words and one reflection entry. You will be able to use your portfolio on the quiz.
4. If you are finished, please work on Code.org's Express Course.
5. Review definitions for vocabulary words.
6. When told, begin Quiz 1. Open your AI2 Student Portfolio. Go to Google Classroom, on the left hand side select 'quizzes' and click on AI2 Quiz 1 (the assignment link) to start the quiz. You will only be able to submit once. You may use your AI2 Student Portfolio to help you answer the questions.
7. Retakes are not available.

### **Sep 5, 2025**

Day 6: [Virtual Pet Lesson \(teacher video\)](#)

© I can understand components and blocks and how to use them to create a Mobile App.

1. Go to the Google Classroom Stream> AI2 Images & Sounds>1VirtualPet App and right click and download the cat.jpg and the meow.mp3.
2. As a class, go to the [AI2 Course webpage](#); click on [Intro to Mobile App Development](#).
3. Then go to App Inventor 2 ([ai2.appinventor.mit.edu](http://ai2.appinventor.mit.edu)), allow it permission to your Google Account (check the box to allow for 30 days), and bookmark the site.
4. Discuss the components of App Inventor (the palette, the viewer, components, properties and blocks page).
5. Go to the [AI2 Course Webpage: Lesson 2A](#). You should complete the Designer Interface today.

### **Sep 8, 2025 - *Virtual Pet App due***

Day 7: [Testing the App \(teacher video\)](#) and [Screencasting the App](#)

© I can understand components and blocks and how to use them to create a Mobile App.

1. DO NOT PLUG IN YOUR SECOND MONITOR TODAY!
2. As a class, go to the AI2 Course webpage;Lesson 2A, your AI2 Student Portfolio and [ai2.appinventor.mit.edu](http://ai2.appinventor.mit.edu). As a whole group, build the blocks portion of the Kitty App by following the instructions on the Lesson 2A: Virtual Pet page.
3. Show students [how to connect via the Chrome emulator](#) and how to [screencast their working app](#) and turn it in.
4. Add the vocab from the AI2 Course webpage to your Student Portfolio.

5. Be sure to wrap up by adding a Reflection Blog to your AI2 Student Portfolio

### **Sep 9, 2025**

Day 8: [FingerPainting \(teacher video\)](#)

© I can understand how algorithms are used to plan when creating an app.

1. Begin by opening AI2 Course webpage, AI2 Student Portfolio, ai2.appinventor.mit.edu, and Google Classroom.
2. Go to the [AI2 Course Webpage: Lesson 2B](#).
3. As a whole class, discuss an algorithm and how good programmers plan their code before beginning their app.
4. As a whole group, build the Finger Painting App using the tutorials provided.
5. Add vocab and reflection to your Student Portfolio Page.

### **Sep 10, 2025 - *FingerPainting App due***

Day 9: [FingerPainting Troubleshooting \(teacher video\)](#)

© I can understand how algorithms are used to plan when creating an app.

1. Continue by getting your computer, go to AI2 Course, AI2 Student Portfolio, ai2.appinventor.mit.edu, and Google Classroom.
2. Watch "[What is an Algorithm](#)" video
3. Click on the Link: Lesson 2B: Finger Painting App. As a whole group, continue building the Finger Painting App using the tutorials provided.
4. Test and screencast your Fingerpainting app, go to Google Classroom and turn in the working screencast of your Fingerpainting App.
5. Add vocab and reflection to your Student Portfolio Page.

If you have extra time, you may go to Code.org and continue with the Express Course.

### **Sep 11, 2025**

Day 10:

© I can understand what a procedure is and how to use it when programming an app.

1. Begin by going to the AI2 Course, AI2 Student Portfolio, ai2.appinventor.mit.edu, and Google Classroom.
2. Go to the [AI2 Course Webpage: Lesson 3](#).
3. With your co-worker and using the tutorials provided, build the Mole Masher Game App. (A reminder: the images are in the Google Classroom>Google Stream> AI2 Images and Sounds>Molemasher App.)
4. Add the reflection to your Student Portfolio Page.
5. If you are finished with everything, please continue with the Express Course in Code.org.

**Sep 12, 2025**

Day 11:

© I can understand what a procedure is and how to use it when programming an app.

1. Show the [Functions video](#) and talk about vocab.
2. Continue by going to the AI2 Course, AI2 Student Portfolio, and [ai2.appinventor.mit.edu](http://ai2.appinventor.mit.edu).
3. Click on the Link: Lesson 3: Mole Masher Game. With your co-worker and using the tutorials provided, build the Mole Masher Game App.
4. Add vocab and reflection to your Student Portfolio Page.
5. If you are finished with everything, please continue with the Express Course in Code.org.

**Sep 15, 2025 - Mole Masher App due**

Day 12: [Review for AI2 Quiz 2 \(teacher video\)](#)

© I can understand what a procedure is and how to use it when programming an app.

1. Show students how to use the Androids.
2. Continue by going to the AI2 Course, AI2 Student Portfolio, and [ai2.appinventor.mit.edu](http://ai2.appinventor.mit.edu).
3. Click on the Link: Lesson 3: Mole Masher Game. With your co-worker and using the tutorials provided, build the Mole Masher Game App.
4. Once you have tested and debugged your app, go to Google Classroom and turn in your MoleMasher app.
5. Add vocab and reflection to your Student Portfolio Page and make sure your Student Portfolio is up to date.
6. Watch the review video linked on this lesson and be ready for the quiz.
7. If you are finished with everything, please continue with the Express Course in Code.org.

**Sep 16, 2025 - AI2 Quiz 2 due**

Day 13: [Choice App \(teacher video\)](#)

© I can close read (multiple times) a written tutorial to program an app.

1. Go to Google Classroom, clicking on AI2 Quiz 2 and taking the quiz. You may ONLY use YOUR AI2 Student Portfolio and App Inventor. You will only be able to submit once.
2. Get new assigned seats.
3. Introduce yourself to your new co-worker.
4. Go to the [AI2 Course Webpage: Lesson 4](#).

5. You and your co-worker will together decide on one of the Choice apps to build based on interest. You will use the links to access a written tutorial explaining how to create the app. **You will have until Tuesday to complete the lesson so choose an appropriate app for your level.**
6. Be sure to add important vocab to your AI2 Student Portfolio.
7. You also have a Reflection Entry to do as well.

### **Sep 17, 2025**

Day 14:

© I can understand logic and syntax errors and debug an app by problem-solving and close reading.

1. Continue to build an App from choices based on interest.
2. Be sure to add vocab to the Student Portfolio Page.
3. You also have a Reflection Entry to do as well.

### **Sep 18, 2025**

Day 15: [Choice App Troubleshooting \(teacher video\)](#)

© I can understand logic and syntax errors and debug an app by problem-solving and close reading.

1. Discuss both types of errors; logic and syntax and how computer programmers use debugging to troubleshoot them.
2. Continue to build an App from choices based on interest.
3. Be sure to add vocab to the Student Portfolio Page.
4. You also have a Reflection Entry to do as well.

### **Sep 19, 2025 - Choice App due, AI2 Quiz 3 due- shortened schedule**

Day 16:

© I can debug my Choice App to ensure a working app.

1. Be sure to add vocab to the Student Portfolio Page.
2. You also have a Reflection Entry to do as well.
3. Once you have tested and debugged your app, go to Google Classroom and turn in the Choice App.
4. Half way through class, go to Google Classroom, clicking on AI2 Quiz 3 and taking the quiz. You may ONLY use YOUR AI2 Student Portfolio and App Inventor. You will only be able to submit once. Make sure you 'Mark as done.'
5. Then, you may go to Code.org and continue with the Express Course.

### **Sep 22, 2025**

Day 17: [Choose Your Own Adventure App \(teacher video\)](#)

© I can define variable and understand its use in programming.

1. Go to the [AI2 Course Webpage: Lesson 5](#).
2. Decide on one of the Choose Your Own Adventure apps to build based on interest. There is not a defined beg/int/adv but you should choose an app based on your interest and a tutorial based on your learning style.
3. Be sure to add vocab to your AI2 Student Portfolio.
4. You also have a Reflection Entry to do as well.

### **Sep 23, 2025**

Day 18: [CYOA Troubleshooting \(teacher video\)](#)

© I can use tutorials and pair programming to create and debug an app.

1. Continue to work with your partner on one of the Choose Your Own Adventure apps to build based on interest. There is not a defined beg/int/adv but you should choose an app based on your interest and a tutorial based on your learning style.
2. Be sure to add the vocab to your AI2 Student Portfolio.
3. You also have a Reflection Entry to do as well.

### **Sep 24, 2025**

Day 19:

© I can use tutorials and pair programming to create and debug an app.

1. Discuss variables.
2. Continue to work with your partner on one of the Choose Your Own Adventure apps to build based on interest. There is not a defined beg/int/adv but you should choose an app based on your interest and a tutorial based on your learning style.
3. Be sure to add the vocab words to your AI2 Student Portfolio.
4. You also have a Reflection Entry to do as well.

### **Sep 25, 2025**

Day 20:

© I can use tutorials and pair programming to create and debug an app.

1. Continue to work with your partner on one of the Choose Your Own Adventure apps to build based on interest. There is not a defined beg/int/adv but you should choose an app based on your interest and a tutorial based on your learning style.
2. Be sure to add the vocab words to your AI2 Student Portfolio.
3. You also have a Reflection Entry to do as well.

### **Sep 29, 2025 - Choose Your Own Adventure App due**

Day 21:



© I can use tutorials and pair programming to create and debug an app.

1. Continue to work with your partner on one of the Choose Your Own Adventure apps to build based on interest. There is not a defined beg/int/adv but you should choose an app based on your interest and a tutorial based on your learning style.
2. Be sure to add the vocab words to your AI2 Student Portfolio.
3. You also have a Reflection Entry to do as well.
4. Once you have tested and debugged your app, go to Google Classroom and turn in your CYOA App.
5. Make sure your portfolio is up to date as you will have a quiz soon.
6. If you are all finished, please continue in Code.org's Express Course.

**Sep 30, 2025**

Day 22: [Concept Card App \(teacher video\)](#)

© I can pair program to brainstorm and create an app by using my Concept from the Concept Cards.

1. This is the first time you will need to create your own app. Are you ready?!
2. Go to the [AI2 Course Webpage: Lesson 6](#).
  - a. Go to the [AI2 Concepts page](#) and follow the instructions. You WILL have to use the components and blocks listed but you will want to use some other concepts to make your app have purpose.
  - b. You may use your own images and sounds from the [copyright free images and sounds](#).
  - c. Think of this like legos. I gave you a handful of Legos (the Legos are the Concept links). You just start building. Don't try to think of what to build, just start building. This is an exercise in creativity. You don't want to have a creation of just one block. Use the time provided to make the app do what you want it to. Use this opportunity to try things out and use blocks that you haven't used before.
3. When directed, draw a concept card from my pile.
4. Find your partner, which is the person with the same Concept Card.
5. I will tell you where to sit.
6. Once you are finished, be sure to do your vocab and Reflection Entry for this app.

**Oct 1, 2025**

Day 23:

© I can pair program to brainstorm and create an app by using my Concept from the Concept Cards.

1. Continue making your Concept App

**Oct 2, 2025**

Day 24:

© I can pair program to brainstorm and create an app by using my Concept from the Concept Cards.

1. Continue making your Concept App

**Oct 3, 2025 -Concept App due, - AI2 Quiz 4 due**

Day 25:

© I can assess my knowledge about Computer Science terminology.

1. Make sure your app has the name of the concept by first name, last initial as the screen title.
2. Also, make sure you have finished your vocab and Reflection Entry.
3. Once you have tested and debugged your app, go to Google Classroom and turn in your Concept App. **Be sure in the private comment section you name your three concepts.**
4. If you finish early, make SURE your portfolio is up to date. **You should have 30 vocab words and 7 reflection entries.** Then, you may go to Code.org and continue with the Express Course.
5. Go to Google Classroom, clicking on AI2 Quiz 4 and taking the quiz. You may ONLY use YOUR AI2 Student Portfolio and App Inventor. You will only be able to submit once. Make sure you 'Mark as done.'
6. Then, you may go to Code.org and continue with the Express Course.

**Oct 6, 2025**

Day 26:

© I can understand the global impact of invention, innovation and technology.

1. Go to the [AI2 Course Webpage: Lesson 7.](#)
2. Go to Google Classroom and download a copy of the assignment called Slingshot Graphic Organizer. **It should assign you your own copy.** Read the document.
3. We will be watching this documentary as a large group.
4. You may fill out the graphic organizer during or following the documentary.

**Oct 7, 2025**

Day 27:

© I can understand the global impact of invention, innovation and technology.

1. Continue watching *Slingshot* as a large group.
2. Continue filling out the graphic organizer.

**Oct 8, 2025 - Slingshot Reflection Graphic Organizer due**

Day 28:

© I can understand the global impact of invention, innovation and technology.

1. Finish watching Slingshot as a large group.
2. Begin or finish filling out the graphic organizer for the documentary, *Slingshot*.
3. When you finish, go to Google Classroom and click turn in or submit.
4. Then, go to your AI2 Student Portfolio and complete the reflection blog for Lesson 7.
5. If you have extra time, please continue in Code.org's Express Course.

**Oct 9, 2025**

Day 29: **No computers today-** [Intro to Final App Project \(teacher video\)](#)

© I can understand the steps involved in app design and the importance of completing each step thoroughly.

1. No computers to start! Reference [AI2 Course Webpage: Lesson 8](#).
2. Handout the packet for creating their own app. Each student gets one and you must not lose it. This packet is worth 15 points... do a very thorough job!
3. Go through the slideshow highlighting [Teen Apps in the News](#).
4. You will be brainstorming, designing (interface & algorithm), and implementing (coding) your app idea. You will be presenting them in a padlet individually at the end of the quarter.
5. Discuss rules for App
  - i. Brainstorm problems you experience in your home, school and community. You may also consider educational apps. Do the top of page 55 from the packet. ([See Sample Brainstorm, p.55](#).) Be sure to explain the audience and the purpose of each of your ideas.
  - ii. Your entries need to address a problem, if you are thinking about a game, think of how you can make it educational. BE CREATIVE!
  - iii. Do NOT plan past or go beyond our current step (do not begin coding your app. You must plan and design first!)
6. Discuss pairing for project:
  - a. You may pair program in groups of up to three students (you may choose, you may also program individually) however, each person will be doing their own worksheet and each making an app- it is NOT one copying the other!
  - b. You may choose your partners and not more than 3 to a group. Consider who you are choosing.... Make sure you are thinking about what makes a

good co-worker, not just a friend. Also, consider including those that may not be included in another group.

- c. Give them time to choose partners and assign the groups seats.
  - d. Record the seats on the seating chart.
7. Give worktime the rest of the hour for groups to brainstorm their 3 ideas. Be sure to explain the audience and the purpose of your ideas.

## Oct 10, 2025

Day 30: **No computers today-** [p.55 Detailed Paragraph \(teacher video\)](#)

© I can understand the steps involved in app design and the importance of completing each step thoroughly.

1. No Computers Today!
2. Once you have ensured that you have three good ideas and thoroughly described the needs they are going to fulfill and the possible users, come up and share it with me when you choose which one you would like to do ([See Sample Brainstorm. p.55](#)).
3. Further describe the idea in the paragraph on the bottom of p. 55. You must include a minimum of **three intermediate** concepts. Be sure to identify the three intermediate concepts from the [intermediate concepts page](#) you plan to use by circling them. Remember, they are the verbs/verb phrases.
4. If you get p. 55 scored in, please watch tomorrow's video and move on.

## Oct 13, 2025

Day 31: **No computers to start today** [p. 56- Design Interface \(teacher video\)](#)

© I can understand the steps involved in app design and the importance of completing each step thoroughly.

1. No Computers to start today!
2. Do not start this step unless you are finished with the last one.
3. Show/Talk about the [Sample Interface. p. 56](#) for the Neighborhood Parking App.
4. As a pair/group, begin to sketch/label the interface. BE SURE TO LABEL ALL THE COMPONENTS YOU PLAN ON USING. YOU MUST HAVE FOUR SCREENS (four screens in your app).
5. This drawing needs to be neat and readable and include at least three intermediate app inventor concepts. Don't forget to include your necessary non-visible components (i.e. if you are using 'countdown/clock timer' you must have a clock added onto your design screen, if you are using 'shaking the phone,' you must add an accelerometer sensor on the design screen.)
6. If you have extra time, you can go to the Code.org and continue with Express Course.

7. If you get p. 56 scored in, please watch tomorrow's video and move on.

**Oct 14, 2025**

Day 32: **No computers to start today-** [p. 57 Algorithm Design \(teacher video\)](#)

© I can understand the steps involved in app design and the importance of completing each step thoroughly.

1. No Computers to start today!
2. Do not start this step unless you are finished with the last one.
3. Show/Talk about the [Sample Algorithm, p. 57](#) for the Neighborhood Parking App.
4. Now that you have designed your idea for the interface, it is important to plan out how your app will work. Do page 57 from the packet. Write the algorithm (list the steps) that each concept of your app will perform. Think of it in terms of "When..." or "if... then..."
5. If you have extra time, you can go to the Code.org and continue with Express Course.

**Oct 15, 2025 - Oct 23, 2025 - p. 55,56 & 57 due today**

Day 33-37: [Ready to Code? \(teacher video\)](#)

© I can use the steps involved in app design to code and create my own app.

1. Start with video on Conditionals (If/Then statements). Be sure to add to your Reflection Blog when you use one in your code.
2. **Check in with me to get points for your p. 55, 56 & 57.**
3. Do not start this step unless you are finished with the last one.
4. Now you are ready to *implement* your design in App Inventor.
  - a. Remember the Software Engineering Principles:
    - i. **Know your Audience:** Involve your prospective users in the process as early and as often as possible.
    - ii. **Start Simple:** Build an initial, simple prototype and then add to it incrementally.
    - iii. **Code and Test:** Code and Test in small increments, never more than a few blocks at a time.
    - iv. **Plan BEFORE you start:** Design the logic for your app before beginning to code.
    - v. **Find Sub-tasks/Procedures:** Divide, Layer and Conquer
    - vi. **Comment, Comment, Comment:** Comment your blocks so that others (and you) can understand them.
    - vii. **Know what your blocks do:** Learn to trace blocks with pencil and paper so that you understand their mechanics.

**(Don't get frustrated. Don't Quit. Work out small parts together!)**

4. Be sure to use the resources on the AI2 Lesson 8: Final App page: [AI2 Concepts](#) and [AI2 Intermediate Concepts](#).
5. Lastly, make sure you add the vocab to your Concepts and Vocabulary page and your Reflection Blog for Lesson 8.
6. If you have everything up to date, you may go to Code.org and continue with Express Course.

**Oct 24, 2025 - AI2 Quiz 5- Post Test**

Day 38:

© I can assess my understanding of computer science terminology.

1. Go to Google Classroom, take the AI2 Quiz 5 (Post test).
2. Make sure you have completed three intermediate concepts and four screens.

[Take Lit Survey](#)

**Oct 27, 2025**

Day 39:

© I can plan for my App presentation.

1. Sign up and create an account for Padlet in Google Classroom.
2. Plan your app presentations.
  - a. Make sure your app can build successfully
    - i. What is the name of your App? What is its purpose? What target audience is it for? (p. 55 in your packet)
    - ii. Show the app and how it works. Name and show the three intermediate concepts you chose. (p. 56-57 in your packet)

**Oct 28, 2025 Final App Padlet due**

Day 40:

© I can present my final app (to include three immediate concepts and four screens) in Padlet.

1. Make sure your app is complete and you can name the concepts programmed.
2. Record your Padlet. BE SURE TO READ THE REQUIREMENTS FOR THE RECORDING.
3. When finished, please continue in the Express Course in Code.org.

**Oct 29, 2025**

Day 41:

1. Go to Google Classroom and take the 'Digital Literacy Feedback 7' Survey (the last item in Google Classroom).
2. Watch at least 10 presentations. Check out each other's apps on the Android.
3. When finished, please continue in the Express Course in Code.org.

**Oct 30, 2025**

*Day 42:*

1. Here is the [Google Play Developer Console link](#) if you are interested in adding apps to the Play Store.
2. If you are interested in the [Congressional App Challenge](#), click on the link.
3. Show [Ted Talk on DigLit page](#).
4. Discuss Digital Literacy Coding/STEAM links.
5. Allow rest of class to explore them.
6. If time, [Ted Talk Tom Thum](#)
7. If more time, [Dad beat boxing with baby](#)