

MOBILE APPS - SYLLABUS 2023-24

Room 1318
www.MsBrekke.com

(512) 464-1809

Ms. Brekke
bobbi_brekke@roundrockisd.org

TUTORIALS	Before school from 8:30 - 8:55 A.M. (Unless I have duty or a meeting in the morning!) <i>Rarely after school.</i>
GRADING & ASSIGNMENTS	Assignments will be due the day they are assigned unless they are a multiple day project. <i>Due dates will be clearly defined.</i> Assignments will consist of short formative multiple choice assessments and longer summative multiple choice assignments at the end of modules. Other assignments will be created as needed.
ACADEMIC HONESTY	Students are expected to follow RRISD and RRHS Academic Integrity guidelines.
CLASS SUPPLIES	BOX OF TISSUES and CLOROX WIPES (for the classroom)
CELL PHONES	Cell Phones are not allowed during lecture or class work. <i>If I see it or if I hear it, then I take it.</i> Keep it turned off and in your backpack. If there is a problem, it will be put in a paper bag until the end of class!
LATE POLICY	Late? 70% max.

Mobile applications are becoming increasingly important to our consumption of media, news, social interaction, and learning. In this course, students will learn how to create mobile apps using **React Native**, a popular platform-agnostic framework developed by *Facebook* and used by successful tech companies including *Airbnb*, *Facebook*, *Instagram*, *Tesla*, and more. As an online blended high school course, students will design and build applications to run on their own smartphones and will use the latest tools and technologies available for mobile app development.

Students will learn the foundations of the *React Native* framework, components, and how to use components to create scalable, custom, and fast mobile applications. Students will also learn about important computer science topics including state changes, using XML and stylesheet objects, mapping through objects, rendering dynamic data, and creating modular app layouts with flex and the Dimensions API.

Our learning environment will be a BLENDED classroom: both **web-based** and **classroom activities**. We will modify and run programs in the browser using the *CodeHS* online editor. You will be able to run your apps in *CodeHS* platform, as well as a personal device with *Expo*.

Students will also be showing growth in soft skills: debugging and troubleshooting, willingness to fail, flexibility, public speaking, curiosity and mental questioning, and finding multiple paths to a solution.

As a “capstone” course, you are preparing for a life beyond high school. Whether you continue in the computer science path or not, at a university or some other path, the skills you learn from 4 years of computer science is to be celebrated. **WE ARE EXCITED YOU ARE HERE!**