**Team Name :** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Period \_\_\_\_\_\_ Date \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

|  | **U4L08 Activity Guide - App Design Kickoff** |  |
| --- | --- | --- |

# Team Contract

Your first decision as a team is to agree to how you’ll work together. You’ll follow the agreed upon classroom norms for communication, decision-making, and participation. There is space for additional agreements as well.

Read through this contract, discuss it as a team, then sign in the box below saying you agree.

## Communication

When working together in the classroom, we agree that we’ll treat each other with respect. That means:

* our written and verbal communication will be considerate (no calling each other names)
* we’ll take turns when sharing ideas
* we’ll all listen politely when others are speaking

## Decision Making

When making decisions as a team, we’ll first talk together as a group. We’ll then:

1. try to reach consensus where everyone agrees to the same decision
2. if that isn’t possible after several tries, then we’ll take a vote. Simple majority wins.
3. if it’s a tie, then we’ll ask the teacher to decide

Once a decision is made, we all agree to work on it with our best effort, even if it wasn’t our personal choice.

## Participation

We agree that this project will only succeed if we are all participating and working on it. We promise to:

* try our best on every activity
* ask for help if we need it
* turn in our work on time
* check in with other team members or the teacher if we miss class, so the project can stay on track

## Signed,

## First and Last Name Today’s Date

| 1. |  |
| --- | --- |
| 2. |  |
| 3. |  |
| 4. |  |
| 5. |  |

# Brainstorming

## Team Name

## Choose a team name and write it below:

**Topic**

## What general topic will your app focus on? Don’t worry about what specifically the app will do at this point, just consider what type of problem you are interested in. For example, you may consider issues in your school community, encouraging civic service, promoting the arts, improving the environment, or improving the health and wellbeing of others.

## 

## 

## User Groups

## What kinds of people could you develop this app for? Consider all of the different groups of users impacted by your chosen topic.

## Other Notes: