Year 8 summer 1 Computing: Mobile app development

A) Key knowledge		B) Key knowledge		C) Key knowledge		D) Literacy
App	A computer application to download onto your device which performs a useful task	**Welcome screen**	The first screen that appears when you open an app	**Debug**	Remove errors from a program	**Consider a website where you order pizza online.** **Describe the data that is being collected.** **How might the web page reduce the amount of errors being input?**
Decomposition	Breaking a problem down into more manageable chunks	**Events**	Actions in a game that trigger a sequence of code to be executed	**Prototype**	A first (non-final) version of a piece of software	
Decomposing problems	Makes tasks less daunting and more achievable	**Actions that trigger events**	Mouse clicks, key presses, hovering over a picture, voice input, sensors, messages from other programs	**User input**	Any data sent to a computer for processing	
Platform game	A video game with 2d graphics where the player controls a character jumping between solid platforms	**Pair programming: the driver**	Controls the keyboard and mouse and places code blocks into the correct places	**Block-based programming**	Coding using colourful instruction blocks	
Success criteria	Success criteria determine how a project will be judged on completion	**Pair programming: the navigator**	Helps support the driver by watching for any mistakes, reading instructions to the driver, and seeking support if needed	**Text box**	Enable a user to input a text string onto a web page	
Homework: Look/cover/write and self-mark the information from Section A		**Homework:** Look/cover/write and self-mark the information from Section B		**Homework:** Look/cover/write and self-mark the information from Section C		**Homework:** Literacy task