

# Spotlighted unit

Details on a specific unit of work at the school.



Digital Technologies case studies project

**Level** 8 **Title / theme** Create a Soundboard

**Summary / intention** Students learn about digital solutions by designing and programming folios of work. By the end of the unit students will produce their own soundboard app.

**Strands addressed**  Digital Systems  Data and information  Creating digital solutions

Session	Activity summary	Learning intention	Success criteria	Key resources	Assessment statement
1-5	Thunkable folios	To build an image recognition app. To learn how to position components. To build a text-to-speech button. To build a button that makes a sound when you click it. To build a random answer To build an image recognition App generator: To learn how to position components. To build a translator app.	I can <ul style="list-style-type: none"><li>recognise and input basic coding,</li><li>use proper naming conventions,</li><li>apply design concepts.</li></ul>	<a href="#">Thunkable</a> Microsoft Teams One Note PowerPoint	Students complete a series of folios using "Thunkable" to develop coding skills required to enable eventual design of soundboard. 4 to 7 folios depending on ability.

6	Introduction to the project	To design a sound board app and build it on Thinkable.	<p>I can</p> <ul style="list-style-type: none"> <li>• apply the skills I have developed on Thinkable,</li> <li>• design a sound board app using design conventions.</li> </ul>	<p>PowerPoint Microsoft Teams One Note</p>	<p>Students investigate design formats and conventions. Considering branching, iteration Introduction to Wireframes,</p>
7-12	Design Development	To learn how to position components. To build text to speech, random answer generator, translator, image recognition apps.	<p>I can</p> <ul style="list-style-type: none"> <li>• recognise and input basic coding,</li> <li>• use proper naming conventions,</li> <li>• apply design concepts.</li> </ul>	<p><a href="#">Thinkable</a> Microsoft Teams One Note</p>	<p>Students consider apps purpose and design Impact on user experience ie contrast, space Create flowcharts, algorithms, reframes, branching, iteration</p>
13-14	Design Development Trial and Testing	To test sound board app built on Thinkable.	<p>I can:</p> <ul style="list-style-type: none"> <li>• apply the skills I have developed on Thinkable,</li> <li>• design a sound board app using design conventions.</li> </ul>	<p><a href="#">Thinkable</a> Microsoft Teams One Note</p>	<p>Students use Thinkable to code and design, trial and test their apps to create specific tasks and sounds.</p>