

POP! TEACHER RESOURCE

Lesson Plan

App Inventors

Lesson Plan for *Smartphones*

Grade 1

Objective

To help students practice giving a short presentation in front of a group.

Things Needed

- *Smartphones* book
- Access to the “Smartphones” web page on the Pop! website: <http://popbooksonline.com/21st-century-inventions/smartphones>
- Pencils and colored pencils

Before the Activity

Click on the “Activities!” tab of the “Smartphones” web page on the Pop! website and print a copy of the Drawing activity for each student.

Activity

Read *Smartphones* out loud to students. Then ask the following question:

- What things can people do with smartphones? (Answers: make calls, send messages, check the weather, shop online, order food, read the news, play games, listen to music, read ebooks, watch videos, etc.)

People use apps to do all of these things. An app is a computer program that runs on the smartphone. Each app is designed to do a particular task. To learn more about apps, click on the “Learn More” tab of the “Smartphones” web page. Read the photo caption out loud to students. Then ask the following questions:

- What are some things that apps can do? (Answers: play podcasts, keep track of a person’s health, show the news, let a person use social media or play games, etc.)
- How many different apps are there? (Answer: millions)

Each square on the phone’s screen is an icon. Each icon represents a different app. Some apps, such as clocks, come with the phone. Other apps can be bought or



downloaded. People have designed many, many different apps. Often, people design an app to solve a problem. For instance, the maps app helps people find their way. Other apps, such as email apps, make a task easier to do. People no longer have to be near a computer to read emails. Still other apps are just for fun.

Ask students to pretend they work for a company that designs and sells apps. Each student should come up with an idea for a new app. Give each student a copy of the Drawing activity. Students should write the name of their app at the top of the blank space. Below this name, students should draw a square. Under the square, students should write a short description of what their app does. Inside the square, students should design their app's icon.

Give students plenty of time to design their apps. Then come back together as a class. One at a time, students should come to the front and give a short presentation about their app. They should make sure to say the following information:

- the app's name
- what the app does
- why this is fun or helpful

Evaluation

Collect all the apps at the end of the activity. Hang them on the classroom wall to show off everyone's unique ideas.

Standards

This lesson plan may be used to address the Common Core State Standards' speaking and listening standards, grade 1 (SL 1.4, 1.5).

