

## Our approach to coding and programming

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The Apps for Good course provides students with the framework required to develop their own prototype app. This can be done using free prototyping software (no programming required) or they can programme their own using a variety of tools. To help them do this each module contains a progressive, technical topic organised around four tiers:

Each tier is designed to be flexible so you can tailor it to your students' needs and your school's curriculum requirements.

### **Tier One - Building Blocks - AppInventor, Blockly and AppShed**

Students are given the chance to develop their computational thinking skills and create basic apps by piecing together blocks of pre-written code.

### **Tier Two - Basic Web - HTML, CSS and styling libraries**

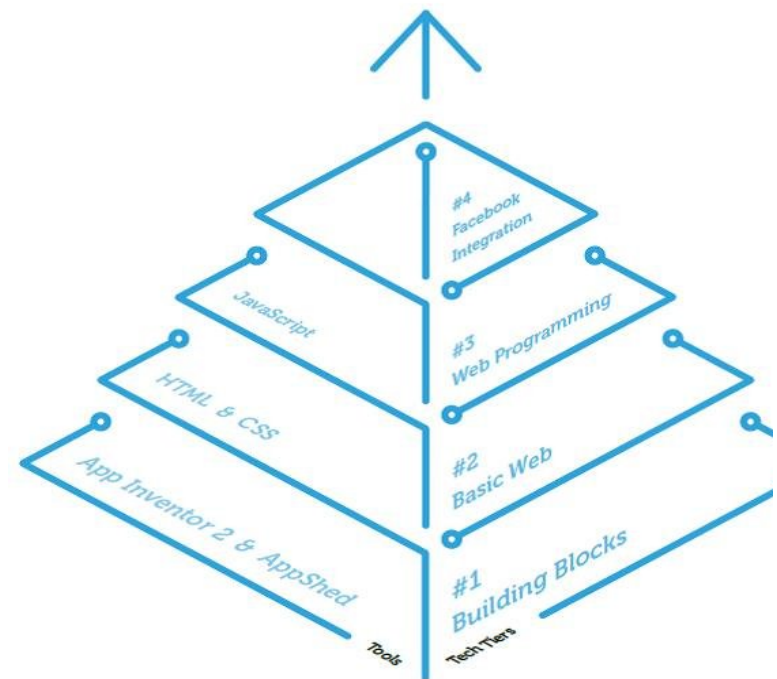
Students will be given the chance to master basic languages of the web. The content and style of other web apps will also be considered to get students really thinking and engaged with their own app development.

### **Tier Three - Web Programming - JavaScript, libraries and API's**

Students will combine their knowledge of HTML and CSS with JavaScript web programming language to create basic web apps. They will also learn how to make use of libraries and how to enrich their projects with data that they may not be able to easily create on their own.

### **Tier Four - Facebook Integration - Social Plugins and API**

Students will be able to utilise Facebook's social features and data and use them in their products. Here, students will build on their HTML, CSS and JavaScript knowledge gained from their experience in the previous tiers



Any questions or just want to know a little more about the Apps for Good course?

Email [education@appsforgood.org](mailto:education@appsforgood.org)