

App creation and the system life cycle



In computer science Lower 4 have been learning about the 'system life cycle' used in IT.

The class began by learning how to use App Lab, a tool within code.org. Once they had learned the basics, they analysed the task and generated ideas for a game before pitching them to their peers to see which one would have the most appeal.

Next, they focused on design and implementation before testing their app to check it worked as planned. This encouraged independent planning and thinking to overcome problems with the design and the coding to make the app work.

The final evaluation step was to play the games in class on mobile devices where they were able to feedback what had worked and what could be improved.

Below are some links to the apps which were scored highest by their peers if you would like to try them out. Just scan the barcode and follow the link.

Mrs Karen Titman

Catch the Chicken



Guess the Movie



Car Headlight Quiz

