Course information

Title	Build Your App, Teach Your Students How to Build Their Apps!
Concept by	Lorenzo Gaspari
Course URL	teacheracademy.eu/course/build-your-app/
N. of participants	Min. 4 - Max. 12
Course length	One week (6 days, Monday - Saturday)
Language	English. Other languages may be available upon request
Locations and starting dates	- Florence - Fourth Monday of the month - Dublin - Second and fifth Monday of the month - Valencia - Third Monday of the month - Split - First Monday of the month On request, we can organize this course directly at your school. Discover all the dates at teacheracademy.eu/courses-dates/
Free time activities offered	All courses include at least one city guided tour and one full-day Cultural Activity.
Type of certification awarded	Certificate of Attendance, including a description of the course contents (80% of attendance required); other Certificates may be available upon request
Price	Starting from 480€ * * Our courses are eligible to be completely funded by the Erasmus+ KA1 funds and several other programs.

Course contents

Description	The course has been created for teachers and school staff interested in learning how to build websites & Apps using an easy drag and drop visual programming tool that doesn't require them to write code. The tool would become an opportunity for the participants to learn how to build an app or a website, as well as to engage with their students in the amazing adventure of building software. Using ICT solutions such as a course App as well as teaching the students to build their own App, can have a positive impact on students' motivation to learn, and can help teachers to stimulate skills in their students such as creativity, entrepreneurship and developed an interest in the set school tasks in general. During the course, participants will learn by doing and will be guided step by step through the interface of the application to familiarise themselves with the tool first and then to build an app or website. In such a way, they will take part in all the different phases of the development process. Students are passively using applications/softwares without clearly understanding what is their underlying logic. With this course they will acquire the basic tools to move from a passive use of the software to the design of it, learning the elements and fundamental logic of software creation, passing from passive users to active developers! This course is providing the participants with a powerful tool as it unlocks their potential in the IT world. By the end of the course, participants will have acquired the basic knowledge to build an App/website and will have learned step by step how to introduce their students to visual programming that can be used for different school and teaching activities. Participants will be able to deliver their students the fascinating opportunity to learn the fundamental principles of building an App.
Learning outcomes	• Understand basic programming concepts and the underlying logic; • Acquire specific modular visual programming skills delivered through content units; • Understand the purposes of App invention and their practical application; • Learn how to use MIT App Inventor platform at a proficiency level, discovering its possibilities and future application; • Acquire a proficiency level to design different type of Apps from a simple to a more complex level, using the tools offered by MIT App Inventor; • Gain basic knowledge about other App designing platforms, allowing participants to go further regarding App designing personal and professional ambitions; • Integrate the use of Apps in your lessons, understanding the benefits of using ICTs at school to engage students throughout their learning process.

Tentative schedule*

Day 1 – Course Introduction & What is an app?

- Welcome Meeting;
- Warm-up activities;
- Participants' introduction;

What is an App?
- What's the purpose of creating Apps?;
- Which sort of problems do they help to solve?;
- Introduction to programming: basic principles, programming language and understanding programming logic.

Day 2 – Get to know MIT App inventor

- Getting familiar with MIT App Inventor Interface;
- Introduction to the type of platforms that participants of the course will be able to design by the end of the course;
- Initiation tutorials to evaluate MIT App Inventor potentiality;
- Introduction to MIT App Inventor Emulator;
- Introduction to MIT App Inventor designing tools. Designing an app (LEVEL 1).

Day 3 – Practice time

- Tutorial and practical activity: Designing an app (LEVEL 2);
- Tutorial and practical activity: Designing an app (LEVEL 3);
- Tutorial and practical activity: Designing an app (LEVEL 4);
- Evaluation of participants' learning progress;
- Round-up: questions and doubts solving session.

Day 4 – Design your own app

- Presentation of an App example designed using MIT App Inventor tools;
- MIT App Inventor tool evaluation and question answering session;
- Hands-on-work (free-building): activity in which students will put into practice all the knowledge acquired in previous days to design their own App using MIT App Inventor tools;
- Follow other tutorials to learn more about other MIT App Inventor tools.

Day 5 – Presentations

- Participants present in class the sort of App they have designed in the previous session;
- Troubleshooting and feedback providing by classmates and teacher trainer;
- Introduction to other App designing platforms: Mobincube.

Day 6 – Course closure & Excursion

- Course evaluation: round up of acquired competences, feedback, and discussion;
- Awarding of the course Certificate of Attendance;
- Excursion and other external cultural activities.

*The schedule describes likely activities but may differ significantly based on the requests of the participants, and the trainer delivering the specific session. Course modifications are subject to the trainer's discretion. If you would like to discuss a specific topic, please indicate it at least 4 weeks in advance.

Links and resources

Discover our:

- Self-paced online courses for teachers:
  online.teacheracademy.eu

- Online English Courses for Teachers:
  online.teacheracademy.eu/tag/english-courses/

- The New 2021-2027 Erasmus+ Programme Made Easy:
  online.teacheracademy.eu/course/erasmus-programme-2021-2027/

- CELTA Courses for teachers:
  teacheracademy.eu/celta/

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