

# Curriculum Design Pattern

Global Learning by Design

## Name of pattern

**Build an App, Build a Connection**

## Quick look

Build an app, build a connection encourages students to engage with each other and teaching staff through the creation of a simple mobile applications that can be shared. This can be either an icebreaker activity in a tutorial or the introduction to flipping a classroom. It can lead to deeper discussions and investigations across a wide variety of topics.

## Rationale

Build an app, build a connection gives students the opportunity to collaborate and engage with each other in a course.

## Learners/Context

Build an app, build a connection can be used as an icebreaker and can further develop student ICT skills. The activity is best done in an initial tutorial or workshop. Detailed directions should be provided in Blackboard so the tutor doesn't need to explain every detail up front.

## Related patterns

None.

## Related category

Connected learning, Active learning, Personalisation, Mobile learning, Gamification, Flipping a classroom.

## Alignment

Build an app, build a connection provides students with the opportunity to engage in authentic mobile learning.

## Instructions/Process

### Prior to Semester

1. Provide detailed directions in Blackboard (Bb) on how to create your own mobile app: for example YAPP (<https://www.yapp.us>)

### At the beginning of Semester

2. Notify students through Bb announcement or in an initial tutorial or workshop about the directions and ask them to view the overview video.
3. Explain that the task is to create a mobile app for a purpose of their own choosing (a hobby, a sport or other interests). The idea of the app is to introduce themselves to their peers and the teaching staff.
4. Ask students to register for a free account at <https://www.yapp.us>. The basic account is free. The user only pays for access to advanced features that are not covered in this activity.

### Stage 1 - Creation (45 mins) either in class or prior to class

5. Ask students to create an app by following the YAPP directions. If the creation of the app is done in class: limit students to only producing 4-5 pages. Remind them they can always continue building outside of class.
  - Ask students to add one page according to the purpose, e.g. twitter etc. The pages and design of the app can be customised.
6. Ask students to publish their app
7. Ask students to invite their peers via the short url that is provided by yapp.
  - The short url can be shared via social media, email, SMS or QR code.
  - Any changes that are made to the app will be pushed out automatically to users the next time they access the app.

### In Class - Stage 2 - Sharing and analysis (15 mins)

8. Encourage students to explore the apps that have been created by their peers. This can be done in table groups of 5-6 to make it manageable.
9. Provide sticky notes at each table.
10. Ask each student to write their app name on a sticky note. The sticky note goes in the middle of the table.

11. In the group, ask each student to explain their app in 1 minute.
12. After all ideas at a table have been presented, students vote for the app they would most likely use at their table by sticking different coloured sticky notes to it.
13. Ask students to upload their design to a tutorial group forum or wiki in Blackboard.
14. Review the designs and encourage student to open the apps, so that everyone gets to know each other.

## EXTENSION

- This activity can be used as an ice breaker exercise or as a tutorial exercise.
- The sharing, discussion and analysis phases of this activity can take place either online or face to face. The apps could be an ongoing project.

## Conditions

<https://www.yapp.us>.

## Resources/Technology

YAPP

<https://www.yapp.us>

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