Code.org App Lab Resources

- **Activity Guide - App Resource List**: List of social good apps to reference for examples
- **Activity Guide - The Problem Solving Process**: Guide to solving problems and breaking it down into a process
- **Activity Guide - App Design Kickoff**: Group contract and plan to implement the project; Specifically for team work
- **Activity Guide - Market Research**: Guide to decipher current apps, their target user and likes/dislikes of the app
- **What's For Lunch? Wireframes**: Example of app wireframe
- **Video - What's for Lunch?**: Example of how to user test an app
- **Activity Guide - Paper Prototype User Testing**: Instructions and worksheet to help user test the paper prototype
- **Activity Guide - Screen Ownership**: Worksheet to divide ownership and responsibility of screen creation for the app idea
- **Activity Guide - Screen Design**: Worksheet to help organize the designing of your screen
- **Activity Guide - Screen Model**: Example of a screen design with labels
- **Activity Guide - App User Testing**: Worksheet for user testing for the app draft and how to organize it
- **Activity Guide - App User Testing Analysis**: Worksheet to help analyze the user feedback and implement bug fixes and/or new features; Organizes feedback and helps team to prioritize
- **Five Practices of Code.org's CS Discoveries** (Page 9): Provide helpful reminders of the high-level skills to focus on while developing an app