

## 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