Subject:	Computer Science	**Course/Grade Level:**	App Development / 11th-12th
Focus Statement:	Students will develop applications for mobile devices.		

Outcome 1:

CTE.APP.1		Students will choose an integrated development environment (IDE) to use when designing mobile applications.	
Pacing:		**Local Code:**	**Components:**
Instruct	**Assess**		**Students will:**
NA	NA	CTE.APP.1.1	Find at least three IDEs that can be used for the student's chosen platform, including at least one block-based language.
NA	NA	CTE.APP.1.2	List the major differences and similarities among the found IDEs.
NA	NA	CTE.APP.1.3	Describe any limitations of the found IDEs.
NA	NA	CTE.APP.1.4	Choose an IDE to use for an assigned project.
NA	NA	CTE.APP.1.5	Explain the reasons for selecting the chosen IDE.

Outcome 2:

CTE.APP.2		Students will utilize an account to upload apps to Apple's App Store or the Google Play Store.	
Pacing:		**Local Code:**	**Components:**
Instruct	**Assess**		**Students will:**
NA	NA	CTE.APP.2.1	If necessary, create an account for the chosen platform's app store.
NA	NA	CTE.APP.2.2	Connect to the account for the chosen platform's app store.

NA	NA	CTE.APP.2.3	Transfer an app to a physical device for testing purposes.
NA	NA	CTE.APP.2.4	Submit an app to the chosen platform's app store for approval.
NA	NA	CTE.APP.2.5	Respond to feedback from the app store approval process to improve the app.

Outcome 3:

CTE.APP.3		Students will follow the user interface design guidelines for their chosen platform.	
Pacing:		**Local Code:**	**Components:**
Instruct	**Assess**		**Students will:**
NA	NA	CTE.APP.3.1	Find the user interface design guidelines for their chosen platform.
NA	NA	CTE.APP.3.2	List the ten most important elements of the user interface guidelines as they apply to the assigned project.
NA	NA	CTE.APP.3.3	Explain why the ten most important elements of the user interface guidelines are important for the assigned project.
NA	NA	CTE.APP.3.4	Design an app following the user interface guidelines of the chosen platform.
NA	NA	CTE.APP.3.5	Explain how the app follows the ten elements listed earlier.