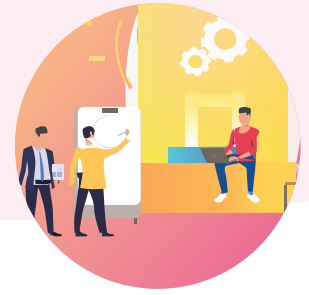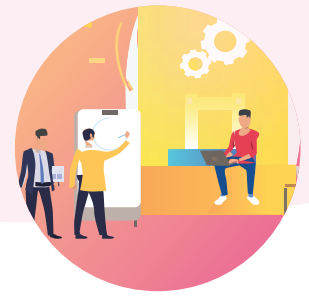## BASIC ANDROID APP DEVELOPMENT

The students explore the basics of UI/UX design and try their hand at designing and developing simple apps like language translator, text to speech converter, color mixer etc, using the Thunkable interface.

SESSION	CONCEPT	SKILLS
01	Basics Of App Development	**Exploration** Familarising with the concept of App development.
02	Colors And Components	**Creativity, Logic** Use basic UI components and write code to create a color slider App.
03	Screen Layouts	**Creativity, Logic** Use basic UI components to design screen layouts.
04	User Interface - I	**Creativity, Logic** Introduction to Parts of an App Interface. Creating Camera and Image recognizer App
05	User Interface - II	**Creativity, Logic** Creating Text to speech recognizer App.
06	Project Work - I	**Perseverence And Application Of Learning** Fine-tuning the UI and UX coding for publishing the app on playstore/appstore. Building a personalized App : Calculator App / Doodle App / Fun with Spelling App.
07	Project Work - II	**Perseverence And Application Of Learning** Fine-tuning the UI and UX coding for publishing the app on playstore/appstore. Building a personalized App : Calculator App / Doodle App / Fun with Spelling App.

08	Project Work - III	**Perseverence And Application Of Learning** Fine-tuning the UI and UX coding for publishing the app on playstore/appstore. Building a personalized App : Calculator App / Doodle App / Fun with Spelling App.
09	Project Work - IV	**Perseverence And Application Of Learning** Fine-tuning the UI and UX coding for publishing the app on playstore/appstore. Building a personalized App : Calculator App / Doodle App / Fun with Spelling App.
10	Project Work - V	**Perseverence And Application Of Learning** Fine-tuning the UI and UX coding for publishing the app on playstore/appstore. Building a personalized App : Calculator App / Doodle App / Fun with Spelling App.

ADVANCE ANDROID APP DEVELOPMENT

The students dive deeper into app development and create apps such as game apps, quiz apps etc.

SESSION	CONCEPT	SKILLS
11	App Development And Design Thinking	**Exploration** Familarising with the coding interface and components. Introduction to design thinking process.
12	Educational App - I	**Creativity, Logic** Using basic UI components and write code to create a Mathematics Quiz or Word building app.
13	Educational App - II	App completion.
14	Maze Game App - I	**Creativity, Logic** Use of basic UI components, Movement of sprite using component 'Gyroscope' and writing code to create a Maze Game App.
15	Maze Game App - II	Maze Game App Completion
16	Space Shooter Game App - I	**Creativity, Logic** Do the UX coding for the Space Shooter App.
17	Space Shooter Game App - II	**Creativity, Logic** Do the UX coding for the Space Shooter App.
18	Space Shooter Game App - III	Space Shooter Game App completion.
19	Project Work- I	**Perseverance** Fine tuning the UI and UX coding for publishing the app on playstore/appstore.
20	Project Work- II	**Perseverance** Fine tuning the UI and UX coding for publishing the app on playstore/appstore.