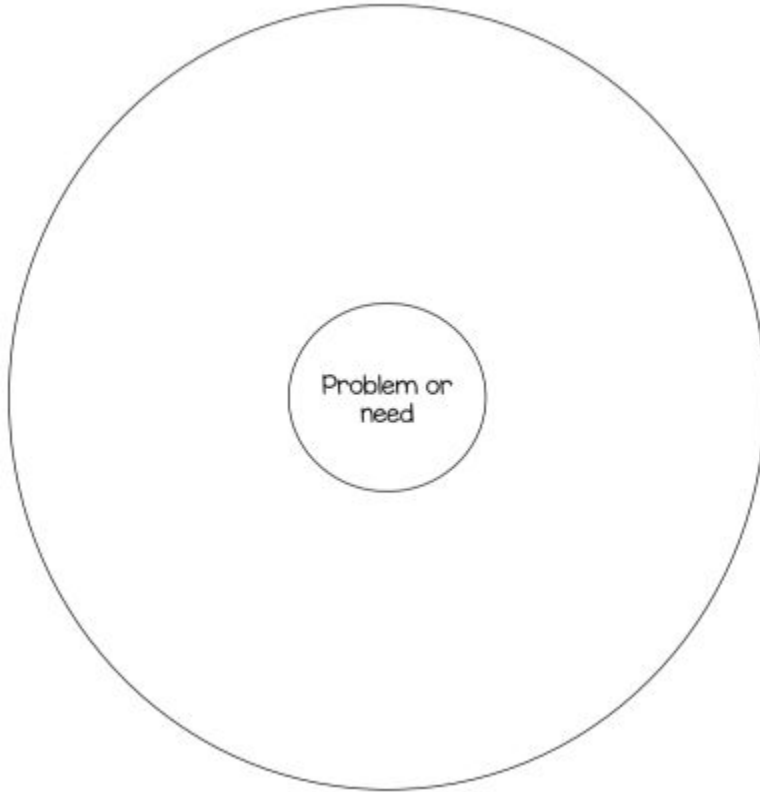


Monday ELA Homework

Use the circle map to help you think of a problem or a need in your life that you would like to solve with an app.



Choose 1 problem that you would like to solve by using an app.

1. What problem or need will your app address?

2. What will be your app's main purpose or function?

3. How will your app help people?

This is to be done by the teacher:

The invention is APPROVED DENIED

Tuesday ELA Homework

Now that your app design has been approved, it's time to write a business plan so that your creation is successful.

1. What is the name of your app? Why is this name appropriate for your app?

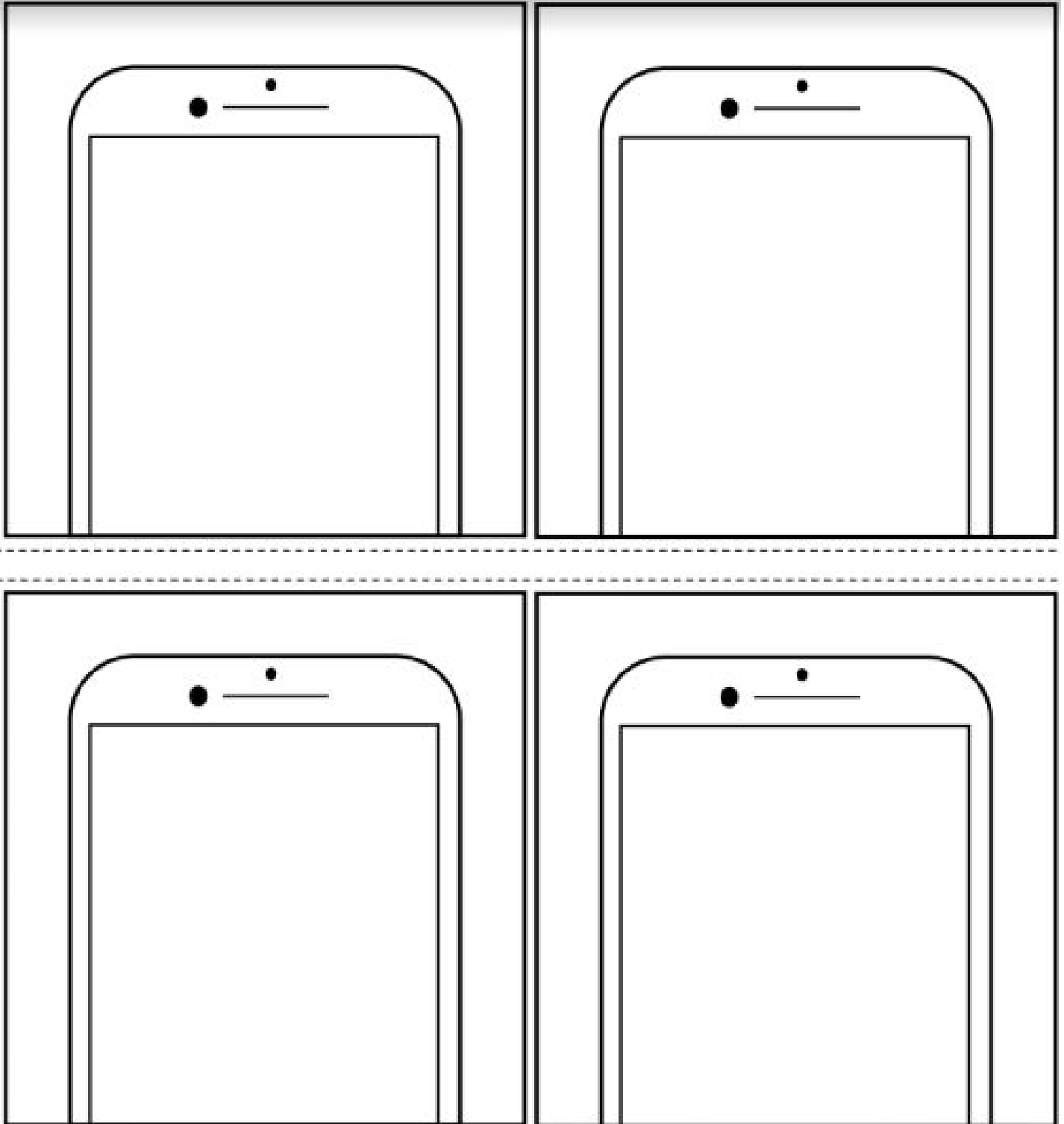
2. What motivated you to create this app?

3. Explain the cost. Will you charge people to download your app? Will there be in-app purchases? Will they have to pay for a subscription? Will they pay once or will there be reoccurring charges?

4. Who is your target audience? Who is this app meant for? What age group, gender, or location?

Thursday ELA Homework

Before downloading an app, it helps to see what the app actually looks like once downloaded. Draw some pictures that you think will show a good preview of what your app looks like or how it works.



The image contains four identical blank smartphone outlines arranged in a 2x2 grid. Each outline is a simple black line drawing of a smartphone with rounded corners. At the top of each phone, there is a small black dot on the left and a horizontal line on the right, representing the camera and earpiece. The screens are completely blank, intended for students to draw their app previews. A dashed horizontal line separates the top row of phones from the bottom row.