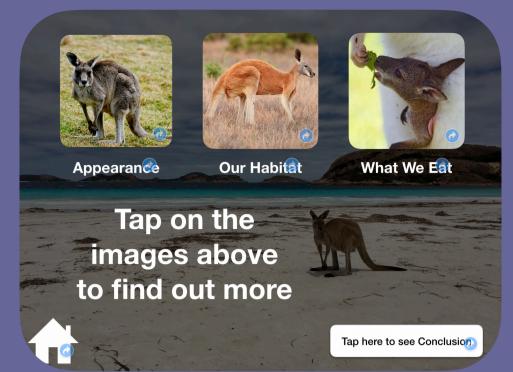# App Prototyping

Activity

Learners design and create interactive information reports using a range of media (text, images, videos, drawings, voice recordings, animations).

Learners use Keynote and a 'links only' presentation to present their learning in the form of an app prototype.

Visual

Auditory

Verbal

Interests

Keynote

Keynote is a tool for creating interactive content using a combination of text, images, shapes, video, audio and drawings. Presentations can be further enhanced and illustrated through the use of animation, hyperlinked content, tables, graphs and charts.

Preparation

Learners are familiar with the structure and content of an information report.

Learners have undertaken research into a topic of their choice and have recorded their findings through text, images, videos, voice recordings and/or drawings.

Learners have a basic understanding of how an app works and what is required to enable a user to easily interact with and navigate an app.

Learners have planned the structure of their app prototype and how their content is going to be presented.

Curriculum Links
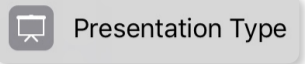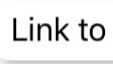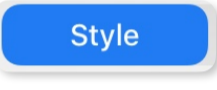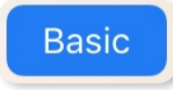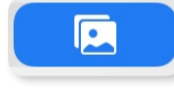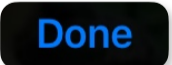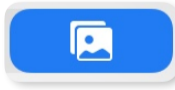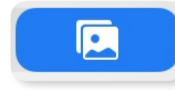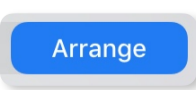
English - Writing - Literacy - Creating Texts
Levels 1 - 8

Digital Technologies - Creating Digital Solutions
Levels 3-10

Related Ideas

- Learners design and create an app prototype to present their learning through a unit of Inquiry (Science, Humanities, The Arts etc.).

- Learners design and create an app prototype to address a real world problem.

- Learners use a 'links only' presentation in Keynote to create their own 'Choose Your Own Adventure' stories.

Have a go.

1.	Open 📊 and tap ➕ Create Presentation . Choose any Theme. Tap ··· 🔧 Settings 🖥 Presentation Type and select 'Links Only'.
2.	To create interactive objects, add an image, shape or text by tapping ➕ . Tap ➕ to add a new slide to correspond with that object. Tap on the object, then tap 'Link'. Tap Link to Slide... then select the corresponding slide number. Tap ▶ then tap on the object to test the link. Similarly, objects can be linked to webpages by tapping on Link to ____ Slide › then selecting 'Webpage' and pasting the URL in the 'Link' field.
3.	Use shapes to create navigation buttons (Home, Back etc.) by tapping ➕ 📑 and tapping on an appropriate shape to insert. To change the colour of a shape, tap on the shape then tap 🖌 Style and 'Fill'. Follow Step 2 above to link the shape to the relevant slide. Hint: Once a navigation button has been created, it can be copied and pasted onto other slides by tapping on the button, tapping 'Copy', then tapping on the new slide and tapping 'Paste'.
4.	Add content to each of the slides. To add text, tap ➕ 📑 Basic then tap 'Text'. To change the text size/font/colour, tap on the text box (text will be framed by a blue rectangle), then tap 🖌 . To add photos/videos from the Camera Roll, tap ➕ 🖼 Photo or Video 🖼 or tap Camera 📷 to take new photos/videos. Photos and videos can be created in other apps, such as Tayasui Sketches School, Clips or iMovie, and saved to Camera Roll to be used in Keynote. Hint: to change the shape of a photo (e.g. to a rounded rectangle), add the photo then add the shape. Tap on the photo and the shape simultaneously and tap 'Mask with Shape'. Move the photo around to fit the shape as required and/or resize the shape using the blue and white circles. Tap **Done** . To add voice recordings, tap ➕ 🖼 Record Audio 🎤 . To add drawings, tap ➕ 🖼 Drawing ✏ . If required, you can insert a photo to trace over and delete the photo afterwards. Hint: To animate drawings, tap on the completed drawing, then tap 'Animate'. Select 'Line Draw'.
5.	To lock items in place on the slide, tap on the item then tap 🖌 Arrange Lock 🔒 . Tap ▶ to present the app prototype.