

STEM Topics: App Inventor  
Lesson Plan

Form	2
Topics	Self-ordering Fast food App
Time	35+70 minutes (1 single and double lesson)
Objective	Understand the concept of food pyramid and calories Able to choose a well-balanced meal in fast food restaurant Know the touchscreen technology used in fast food kiosks Write a program with multiple screens which can calculate the fee
Teaching Material	Self-designed notes
Teaching tools	<a href="http://appinventor.mit.edu">http://appinventor.mit.edu</a> (URL of App Inventor) Android Smartphone

Procedure

Teaching activity	Content	Material/Tools	Time (minutes)
Motivation	Teacher asks students if they have experience using the self-ordering fast food app.	Notes	5
Knowledge	Teacher introduces the food pyramid and calories.	Notes	10
Knowledge	Teacher introduces the touchscreen technology used in fast food kiosks.	Notes	10
Knowledge	Teacher explains the concept of multiple screens: <ul style="list-style-type: none"> <li>- Add screen</li> <li>- Switch screen</li> <li>- Pass value of variable</li> </ul>	Notes	10
Planning	Students design their self-ordering fast food apps.	Notes	20
Practical	Students create their self-ordering fast food apps.	App Inventor Android Smartphone	35
Improvement	Students debug and improve the apps.	App Inventor Android Smartphone	10
Conclusion	Teacher marks and gives feedback.		5