

Lesson 2: Physical Designs

Overview

Question of the Day: How can we design apps with devices based on the needs of a user?

In this lesson, you will explore how we can design apps with devices for different users and purposes

Resources

- [\(Warm Up\) Word Search](#) - Activity Guide [▼ Make a Copy](#)
- [Physical Design Template](#) - Resource [▼ Make a Copy](#)
- [Physical Designs](#) - Activity Guide [▼ Make a Copy](#)
- [Problem Solving and Design](#) - Resource [▼ Make a Copy](#)
- [The Problem Solving Process](#) - Video ([Download](#))

Levels



1

Physical Design Prototypes



2



Check-In Survey