

# SilverCoders

DIGITAL LITERACY IMPROVEMENT THROUGH EFFECTIVE  
LEARNING EXPERIENCES FOR ADULTS



## LEARNING SHEET #8 **MOBILE APPS**

LEARNING SHEETS DESCRIBE ACTIVITIES  
THAT HELP INSTRUCTORS INTEGRATE THE  
SILVERCODERS CHALLENGES AND TOOLS  
INTO THEIR TRAINING PRACTICES.

## CODING TRAINING PROGRAMME **FOR +55 ADULTS**



SILVER CODERS

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# STRUCTURE OF THE ACTIVITY

## GENERAL DESCRIPTION, CONTEXT AND GOAL

The main goal of the activity is for the learners to understand what mobile apps are. They will start by learning some aspects about the different operating systems and devices. Then they will use this knowledge to create a mobile app.

## LEARNING OBJECTIVES

In the end of this activity, the learner will be able to...

1. Understand what operating systems and mobile devices are
2. Understand how mobile apps are and how they are created
1. Use GDevelop to create a mobile app

## INSTRUCTIONS

### STEP 1 - PREPARATION

The trainer should read the learning sheet beforehand and follow all the instructions to make sure he/she fully understands the required steps. This will also allow the trainer to make sure that all resources are available and to look for additional resources if the original ones are not available.

#### RESOURCES

- [https://en.wikipedia.org/wiki/Mobile\\_operating\\_system](https://en.wikipedia.org/wiki/Mobile_operating_system)
- <https://www.uswitch.com/mobiles/guides/mobile-operating-systems/>
- [https://en.wikipedia.org/wiki/Mobile\\_app](https://en.wikipedia.org/wiki/Mobile_app)

### STEP 2 - PRESENTATION

The trainer presents the problem to the class and shows the required resources. Learners are challenged to read the web pages. The trainer should discuss this with learners taking care not to convert the exercise in a theoretical presentation and keep it light.

### STEP 3 – USING GDEVELOP TO CREATE APPS

Until now, learners have only used the GDevelop to create apps that run on the web environment. Now they must learn how to use the editor to create a full fledged mobile app. For that purpose, they should read the following resources.

#### RESOURCES

- <https://gdevelop.io/blog/make-mobile-games-without-programming>



- [https://www.youtube.com/watch?v=udP734c\\_Ing&t=6s](https://www.youtube.com/watch?v=udP734c_Ing&t=6s)

## STEP 4 – CREATE AN ANDROID GAME

The learners should take any of the challenges and follow the instructions until they have a complete game installed on an Android device (they should create an APK). The following resource might be helpful.

### RESOURCES


- <https://www.groovypost.com/howto/install-apk-files-on-android/>

## STEP 5 – DISCUSSION

Each group of learners displays the results. The class should discuss as a single team the results and the apps running on the device.

## STEP 6 - ASSESSMENT

THE TRAINER CAN ASSESS LEARNERS ON THE BASIS OF THE ACHIEVED RESULTS IN STEP 4 AND ON THE INVOLVEMENT IN STEP 5.



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