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| Challenge XX: Sample exercise on Bubble |
| General Goal To practice with a sample exercise on Bubble |
| Learning Objectives  1. To create and edit digital content in different formats, to express oneself through digital means. 2. To modify, refine, improve and integrate information and content into an existing body of knowledge to create new, original and relevant content and knowledge. 3. To plan and develop a sequence of understandable instructions for a computing system to solve a given problem or perform a specific task. |
| Description Introduction to the online tool Bubble, with a simple starter excercise focus on basic tasks such as: drag a shape; set up clickable elements; add a workflow condition; make a shape visible/invisible. |
| Instructions **Core activities**  The participants, through selected tutorials, will be accompanied in getting familiar with:   * the concepts of apps and web-aps; * bubble as a digital tool; * signing up to Bubble; * bubble online resources (tutorials and related documentations) focused on creating shapes and rules, buttons, clickable elements, setting up shapes; * editing the workflow rules and setting up actions and conditions.   The participants can follow the excercise on screen and replicate them on their computers. |

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| Resources <https://bubble.io>  <https://lab.zeroqode.com/course/bubble-for-beginners-course-1549860685047x857418658238693400?utm_source=google&utm_medium=cpc&utm_campaign=search_bubble-lab_global&utm_content=bubble_course&utm_term=bubble%20app%20tutorial> |