

## App Inventor Resources

(From the MIT App Inventor Site that may be helpful in our Apps Course)

**Apps For Good Curriculum from Tech Alliance:** (to keep perspective)

<http://dl.dropboxusercontent.com/u/155442535/Educator%20Zone/index.html>

## Introductory App Inventor Resources:

(Several Hyperlinks removed because PDF did not interpret them correctly)

**What is App Inventor?** (1 Page explanation, covers Designer, Block Editor, Emulator and Device):

<http://appinventor.mit.edu/explore/content/what-app-inventor.html>

**Set Up Guide** – getting App Inventor set up:

<http://appinventor.mit.edu/explore/setup-mit-app-inventor.html>

**Quick Reference Guide** – 3 pages that go over the screens for App Inventor and the Block Editor

<http://appinventor.mit.edu/explore/sites/teach.appinventor.mit.edu/files/MIT%20App%20Inventor%20Quick%20Reference.pdf>

**Understanding blocks** (this material is included in the Getting Started doc, next link):

<http://appinventor.mit.edu/explore/understanding-blocks.html>

**Getting Started** - good 15 page guide to key functionality:

[http://appinventor.mit.edu/explore/sites/teach.appinventor.mit.edu/files/MIT%20App%20Inventor%20Development%20Overview\\_0.pdf](http://appinventor.mit.edu/explore/sites/teach.appinventor.mit.edu/files/MIT%20App%20Inventor%20Development%20Overview_0.pdf)

**Official App Inventor Tutorials:**

<http://appinventor.mit.edu/explore/tutorials.html>

**Reference Documentation:** Great list of pages on how to use the built in functionality of AI to accomplish your app:

<http://appinventor.mit.edu/explore/content/reference-documentation.html>

## Teaching Resources:

**MIT App Inventor Project Sequence:**

<http://appinventor.mit.edu/explore/teach.html>

**Beginning Concept Cards** – good to print & laminate for student to use in lab:

<http://explore.appinventor.mit.edu/resources/beginner-app-inventor-concept-cards>

**“Flash Cards”** to solve student problems:

Description <http://explore.appinventor.mit.edu/resources/app-inventor-flash-cards>

Cards: <http://explore.appinventor.mit.edu/sites/all/files/Resources/AppInventorFlashCards.pdf>

**Video Tutorials for beginners:** (<http://explore.appinventor.mit.edu/resources/app-inventor-video-tutorials-beginners>)

<http://www.youtube.com/playlist?p=PL2D27126F35E50A1B>

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### App Inventor Curriculum:

**6 Week Intro to CS with App Inventor** by Google Intern, Michelle Hutton:

<https://sites.google.com/site/appinventoredu/>

**Intro to CS Curriculum**, using Scratch, BYOB and then App Inventor from the Royal Society of Edinburgh:

Full Class: [http://www.royalsoced.org.uk/1034\\_ComputingScience.html](http://www.royalsoced.org.uk/1034_ComputingScience.html)

I Love My Smartphone: Mobile App Development 6 week program:

[http://www.royalsoced.org.uk/1035\\_MobileAppDevelopment.html](http://www.royalsoced.org.uk/1035_MobileAppDevelopment.html)

The I Love my Smart Phone Manual:

[http://www.royalsoced.org.uk/cms/files/education/computing\\_materials/i\\_love\\_my\\_smartphone\\_learner.pdf](http://www.royalsoced.org.uk/cms/files/education/computing_materials/i_love_my_smartphone_learner.pdf)

**Inventing Mobile Apps**, Taught by Lyn Turbak at Wellesley College

<http://explore.appinventor.mit.edu/resources/inventing-mobile-apps-taught-lyn-turbak-wellesley-college>

**College Undergraduate Introduction to Software Application Development** with App Inventor and Python:

<http://explore.appinventor.mit.edu/resources/introduction-software-application-development-app-inventor-and-python>

**Android Game Development with App Inventor**, by Anshul Bhagi – 40 hour, 5 day 8 hours class:

<http://explore.appinventor.mit.edu/resources/android-game-development-app-inventor-anshul-bhagi>  
94 Page PDF:

[http://explore.appinventor.mit.edu/sites/all/files/Resources/Thesis\\_FINAL\\_AnshulBhagi.pdf](http://explore.appinventor.mit.edu/sites/all/files/Resources/Thesis_FINAL_AnshulBhagi.pdf)

**Technovation Challenge Curriculum:** description sounds pretty ideal, but the links do not provide the curriculum. Here's the pitch: "This 10-part curriculum from the team at Iridescent Learning is designed to engage high-school girls in entrepreneurship and programming. The first five sessions focus on specific concepts and "hacks" or tutorial walk-throughs, while the last five sessions are dedicated to designing and building an App for the final "pitch night" competition. Girls work in groups of 4 or 5 with one adult female mentor." May be good to investigate.

<http://explore.appinventor.mit.edu/resources/technovation-challenge-curriculum>

### More Advanced Curriculum:

**Building Mobile Applications**, Taught by Hal Abelson at MIT, includes more advanced topics like Tiny Web DB, Web Services, Maps, and finishes with an Intro to writing Java code in Eclipse in the Android SDK:

<http://explore.appinventor.mit.edu/resources/building-mobile-applications-taught-hal-abelson-mit>

**Bridge To Java Lesson:** Intro to writing Java code in Eclipse in the Android SDK!

<https://docs.google.com/document/d/1BJmDNjRuNrvSChAexxjTU33x38wsMuvwJ6t60PL8Ps8/edit?pli=1>

### Merge Tools:

**App Inventor Project Constructor:** Windows utility to merge multiple App Inventor projects into one or more screens in a new project.

<http://explore.appinventor.mit.edu/resources/app-inventor-project-constructor>

**Project Merger Tool:** combine two App Inventor projects into one:

<http://explore.appinventor.mit.edu/resources/project-merger-tool-combine-two-app-inventor-projects-one>