

Designing a Mobile Application

TEACHER NOTES



PURPOSE: To demonstrate and communicate learning about the historical elements of Detroit to inform community members.

OBJECTIVE: To create a mobile application that operates as a virtual tour guide to inform community members of the historical elements of Detroit. The final product will be a GPS based app that allows users to automatically receive information to their mobile device (e.g. pictures, descriptions, voice recordings, etc.) about the location they are at or near.

APPLICATION: Although this particular lesson is created with history in mind, it is applicable to any subject area. Ideally, students would use the locations/sites they have visited or learned about in order to inform community members. A reflection template has also been provided in this lesson to assist with metacognition throughout the service learning project.

MATERIALS NEEDED:

- **Gmail account**—an active email account through Google is needed to help compile information submitted by students. Visit <https://accounts.google.com/signup> to sign up for a free Google account.
- **Form+ account**—this application will allow you to create forms where students can submit the information they collect (e.g. pictures, summaries, addresses, etc.) to you electronically via your Google account. Visit <http://www.formpl.us/> to create a free.
NOTE: it is **not** necessary to purchase a Form+ account; select the “Try Form+” option on the pricing page to get access to a limited free edition. You will be able to receive up to 15 form submission per month (which is plenty for this project).
- **Detroit Historical Sites form via “Form+”**— you will need to create a generic form to send out to students as they begin to collect their information. This will enable you to compile all the information to your Google Drive so that it is readily available (this will be especially convenient when you move to creating the mobile app). Once you have created a Form+, add the URL to the “**Student Handout**” provided in this lesson.
 - Here is a sample form: <http://goo.gl/MkvGcB>
 - Need help? Check out this video: <https://youtu.be/rRruVpe0a90>
- **Locatify account**—this company allows users to create mobile tour guide and scavenger hunt applications. Visit <https://locatify.com/login/> to sign up for a free trial account. This is the software application where you will input the information students submitted to you through Form+. After you have inputted the necessary information, you can save your work and test drive your applications with relatively full functionality.
NOTE: While it is not necessary to purchase a Locatify account, it is possible for students to raise money to brand their mobile application or submit it to a community organization for adoption in their programming.

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STUDENT HANDOUT



PURPOSE: To demonstrate and communicate learning about the historical elements of Detroit to inform community members.

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STEPS

1. Divide into pairs and select a historical site. Ideally, this is a location that you have visited or learned about as a part of a lesson. Be sure to get teacher approval before moving on!

- **Group Members:** _____
- **Historical Site:** _____
- **Teacher signature:** _____

2. Describe the historical location that will be featured in your tour guide app by completing the following:
 - a. **Address of site** (provide as much detail as possible):

- b. **Brief Description** (think like a tour guide!):

- c. **Ideas for pictures** (What part of the site do you want featured in the app? Where will you get the picture?):

What?	Where?

3. Describe the historical locations that will be featured in your tour guide app by submitting a form at the following address:

[Insert your Form+ URL here!]

WHAT. SO WHAT. NOW WHAT?

Service Learning Reflection

Directions: Now that we have completed our tour of *[insert location here]* in Detroit, it is important to take time to reflect on the experience. Your reflection will take place in a three-fold format, answering the questions “What?”, “So What?”, and “Now What?”. Read the prompts below for each category and use the back of this page to complete your reflection. You may express your reflections by writing in paragraph format, creating an illustrated diagram, using poetry/lyrics, or any other method of your choice. You do not necessarily have to answer all of the prompts, but be sure to express your thoughts completely.

WHAT?

- What did you expect to get out of this experience (purpose/goals/ideals)?
- What did you learn from the experience?
- What did you observe?
- What community partner did you work with?
- What part of your experience was most challenging? What part did you find surprising?
- What did you already know about the topic you explored at the site/event?
- Describe the people you worked with
- What role(s) did you play at the site/event?
- What about myself did I share with others?

SO WHAT?

- What did you learn about others and yourself?
- How were you different when you left the community site compared to when you entered?
- How were you different/similar than other people?
- In what ways did being different help/hinder the group?
- What did I do that was effective? Why was it effective?
- What did I do that seemed to be ineffective? How could I have done it differently?
- What values, opinions, decisions have been made or changed through this experience?
- What has surprised me about the community site, the people I work with, and myself?
- What have you learned about a particular community or societal issue?

NOW WHAT?

- How will your efforts working with this community partner contribute to social change? Your career?
- What changes would you make in this experience if it were repeated?
- How do we take what we have learned and convert it into action in the community we’re working in?
- How can society be more compassionate/informed/involved regarding this community?
- How can society better deal with a problem?
- Where do we go from here? What’s the next step in the process?

****FEEL FREE TO ADD YOUR OWN PERSONAL REFLECTION PROMPTS***

WHAT?

SO WHAT?

NOW WHAT?