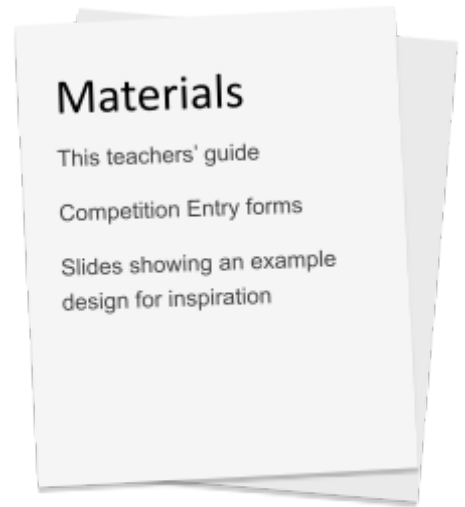# Make it Happen

Overview

Make it Happen allows pupils to design their own app Pupils think of their own idea, design it on the entry form and submit it to the school where we will collect it

Pupils lead their own idea through the design either on their own or in pairs or small teams

Winners are chosen by the Make It Happen committee

Winning entries will get help from our experts to build their idea!

Technologies: National Curriculum Statutory Guidance

	Key Stage 1	Key Stage 2	Key Stage 3
Statutory Guidance, National Curriculum in England: computing programmes of study. Published 11 September 2013 https://www.gov.uk/government/publications/national-curriculum-in-england-computing-programmes-of-study/national-curriculum-in-england-computing-programmes-of-study	I can create and debug simple programs I can recognise common uses of information technology beyond school	I can design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	I can design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems I can use 2 or more programming languages, at least one of which is textual, to solve a variety of computational problems; make appropriate use of data structures [for example, lists, tables or arrays]; design and develop modular programs that use procedures or functions* *Only applicable if the competition is extended and pupils use 'Thunkable' https://x.thunkable.com/projects to create their own app
Statutory Guidance, National Curriculum in England: design and technology programmes of study. Published 11 September 2013 https://www.gov.uk/government/publications/national-curriculum-in-england-design-and-technology-programmes-of-study/national-curriculum-in-england-design-and-technology-programmes-of-study	**Design** I can design purposeful, functional, appealing products for themselves and other users based on design criteria I can generate, develop, model and communicate their I can ideas through talking, drawing, templates, mock-ups and, where appropriate,	**Design** I can use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups generate, develop, model and communicate their ideas	**Design** I can use research and exploration, such as the study of different cultures, to identify and understand user needs I can develop specifications to inform the design of innovative, functional, appealing products that respond to needs in a variety of situations

	information and communication technology	through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design	**Evaluate**
	Evaluate		I can analyse the work of past and present professionals and others to develop and broaden their understanding
	I can explore and evaluate a range of existing products	**Evaluate**	I can test, evaluate and refine their ideas and products against a specification, taking into account the views of intended users and other interested groups
		I can investigate and analyse a range of existing products	
		I can evaluate their ideas and products against their own design criteria and consider the views of others to improve their work	I can understand developments in design and technology, its impact on individuals, society and the environment, and the responsibilities of designers, engineers and technologists

Learning Intention

- I can create an app idea.

Success Criteria

- I can identify who will use my application and why.
- I can describe what my application can do.
- I can represent my app idea by drawing the how my app will look (the interface)

Any Questions?

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Overview

START

School Contact

Pitch to pupils

Collect entries

Judge and pick winners

Announce The winning app in school

Finalise Build in school

END