

THE OUTSIDERS FINAL PROJECT



What app are you creating for and how do you know?

My app is called "The Outsiders" and it is a social media app that allows users to connect with people who share similar interests and hobbies. I know this because I have seen many people who are interested in the same things as I am, but they don't have a way to connect with each other. This app will provide a platform for them to do so.



Research for your app

I have researched the market for social media apps and found that there is a growing demand for apps that allow users to connect with people who share similar interests and hobbies. I have also researched the features that users want in a social media app, such as the ability to post photos and videos, and to chat with other users.

App Design and User Interface



App Development

I have developed the app using the Swift programming language and the Xcode development environment. I have also tested the app on various devices and operating systems to ensure that it works correctly.

App Store

Category	Keywords	Rating
Education	Learning, Education, Knowledge	4.5
Health & Fitness	Health, Fitness, Wellness	4.2
Productivity	Productivity, Organization, Time Management	4.3
Business	Business, Marketing, Sales	4.1

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FOR EDUCATORS

This final project invites students to create an app to help Ponyboy in his mission to foster more understanding and less judgment in the world. Students will brainstorm an idea, do rough and final storyboard drafts for the app, and then write a reflection connecting their app to Ponyboy's dreams for a better society.

What's inside:

The Project Handout

The Brainstorming Sheet

The App Storyboard - rough and final

The Reflection Prompt

The Rubric

I would pass out full packet together and give students time to read about the project and begin the brainstorming in class that day. Then you can answer questions as they arise. You might want to schedule a day of in-class workshop for working on the rough draft storyboard as well. The final draft and reflective analysis can be homework.

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What App will you invent to help Ponyboy break down barriers?

You know there are a lot of apps out there. You probably use an app like Google maps to get around, an app like Snapchat to stay in touch with your friends, and one of the many app games to entertain yourself. There are well over a million apps out there and designers are constantly creating new ones. Did you know you can create restaurant reviews with Tastemade? Use Brushes to create art on your own digital canvas? Download Walk the Dog to track the miles you walk and see money donated to a local animal shelter for each one? Use Quizlet to develop flashcards for studying and to study others' flashcard sets? Try Zenith Telescope to view the universe through the lens of your phone?

For this project, you are going to become an app developer. We know from reading the end of the novel that Ponyboy wants to take a stand against hatred and break down the barriers that divide people. Your job is to create an app to help him do this. Your app could take many different forms, but the most important thing is that it help people understand each other better so they will feel less divided.

First, you will be guided through **a series of questions** to help you brainstorm a strong idea for your app. Then you will produce **a storyboard** the way app developers do, that shows how various menu buttons and choices will lead to various screens within the app. Finally, you will write **an analysis** connecting your app to the hopes Ponyboy expresses in *The Outsiders*.



Brainstorming for Your App

1. Who would you like to connect with your app? Will it be local to your area, national, international?
2. Brainstorm five or six ideas for a type of app that could help connect the people you have chosen in positive ways. Keep in mind Ponyboy's dream that people wouldn't judge each other for superficial reasons.
3. Which idea do you like the best?
4. What exactly will the app do? How will a person navigate within the app? What different types of screens will be part of the app?

Finally, on the following pages, create a storyboard for the app, just as professional programmers do. Of course, there is an app for creating storyboards (Cinemetek Storyboard Composer); you can either use the pages provided or create your own with or without an app. There are pages for both a rough and final draft. Feel free to use colors.

On your storyboard, include arrows to show how to navigate through the app. In other words, if a certain button on a menu will take you to a specific screen, draw an arrow from that button to the screen it takes you to. Do your best to neatly show the logical progression through the app.

App Storyboard: Rough Draft



App Storyboard: Final Draft



App: Rubric

	C Level	B Level	A Level
Opening Brainstorm	Made some attempt to answer the questions, though responses are scattered and not thorough.	Answers are interesting and relatively thorough.	Answers are thorough and creative.
App Rough Draft	The rough draft form is filled in, but it is messy and confusing. It does not seem to reflect much effort.	The rough draft is relatively detailed and complete.	The rough draft is full of detail and the student obviously put a lot of time into it.
App Final Draft	The final draft is complete, though somewhat hard to follow.	The final draft is clear and complete, but lacks detail and creativity.	The final draft is clear and complete. Student has really put a lot of effort into making the various screens and navigational flow easy to understand.
App Final Analysis	The analysis shows some connections between the text and the app.	The analysis draws interesting connections between the text and the app, but fails to make a clear argument with strong proof for why the app helps Ponyboy achieve his dream.	The analysis is logically constructed to draw insightful parallels between the <i>The Outsiders</i> and the app.



I'm so glad you stopped by SPARK CREATIVITY!

I love providing the resources and strategies you need to turn your ELA classroom into a joyfully creative community.

In my first years of teaching I regularly worked fifteen hour days. Every evening I was designing poetry slam and literature circle units, speed-reading books on portfolio learning and differentiation, baking cookies for Canterbury Tales story pilgrimages and project showcase parties, shopping for theater props and e-mailing guest speakers. I was a teacher obsessed by pedagogy.

Over the years I began to share what I was learning with my colleagues through presentations, articles, and even a teachers' breakfast club. I realized I love helping teachers inspire students.

When you choose my resources, you'll get the best I have to offer. You'll find your classroom becoming more engaging and joyful without sacrificing your sleep and personal life. And that will make us both so happy!

I'd love to share my best ideas with you on a regular basis. Have you checked out my website, <http://nowsparkcreativity.blogspot.com>? I post creative teaching strategies and engaging ideas there two or three times a week, and I'd love to share them with you.

If you're looking for a supportive community where you can talk about your creative teaching ideas and get help with your challenges, come on over and join the conversation in my Facebook Group, "Creative High School English" at <http://bit.ly/creativeELAgrou>.



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For questions about anything and everything, you can contact me at nowsparkcreativity@gmail.com.
