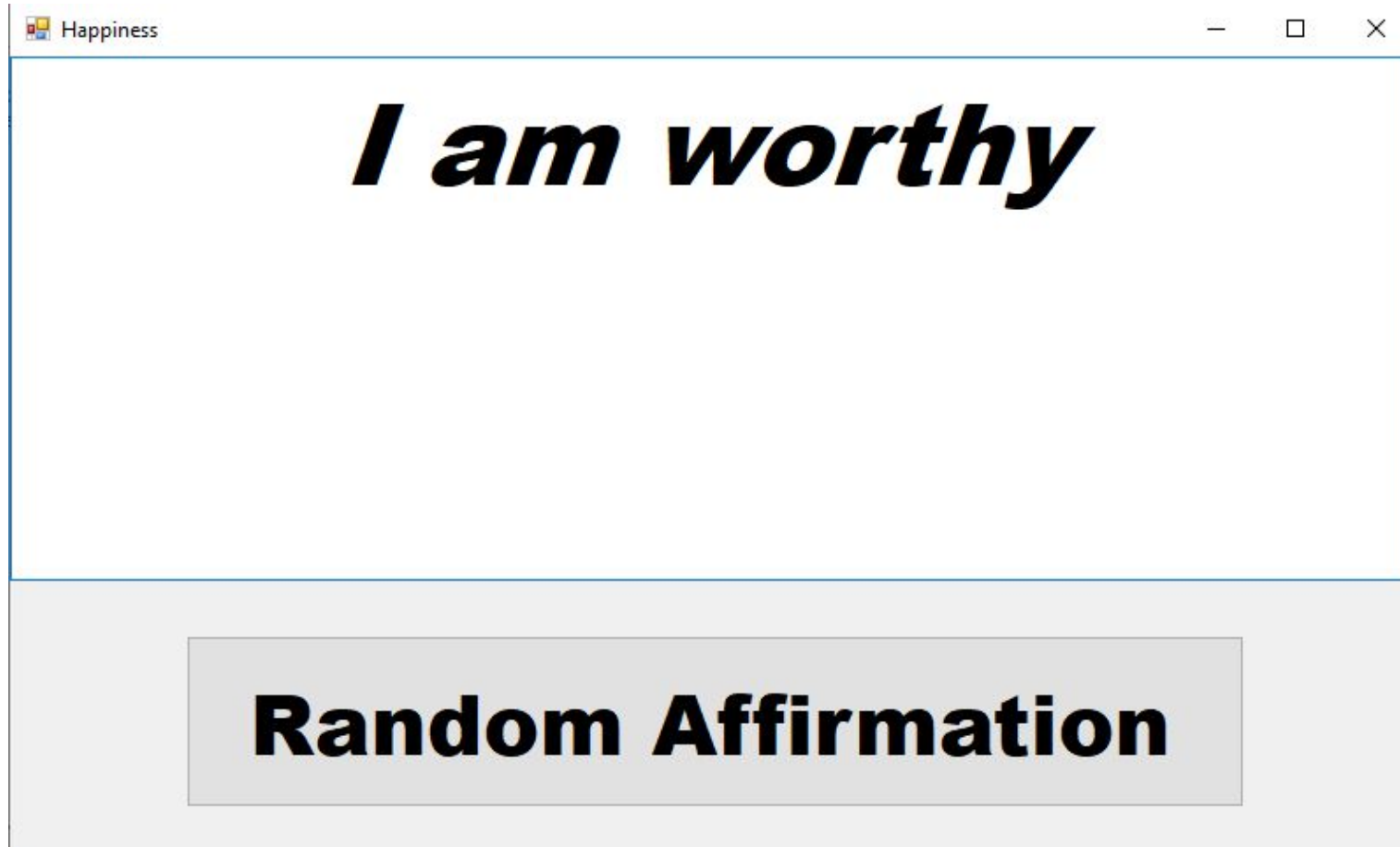


Lesson: 2. Create a happiness app.		Comic: 2
Overview of Key Skills Concepts – happiness apps, positive affirmations, jokes and humour, mood improvement Skills and process – research skills, report/article-writing, programming skills		Cross-curricular links English: reading and writing PSHE: Health and Wellbeing
Learning Objectives:	<ul style="list-style-type: none"> • To understand how computer technology can be used to increase happiness and wellbeing • To understand how positive affirmations can be used to increase happiness and wellbeing • To understand how jokes and humour can be used to increase happiness and wellbeing • To understand the basics of .net programming including forms, classes, objects, subroutines, variables, arrays and loops. 	
Key Teaching Points / Research Opportunities	<p>Discuss some of the concepts and research that was carried out in the previous lesson. Brief revision of Forms, Classes, Subroutines, Objects, Variables and Arrays.</p> <p>Now let's design our happiness app...are we going for positive affirmations, jokes or both?!</p> <ul style="list-style-type: none"> • Load up Visual Basic and create a new project called "Happiness". • How should we design the layout of the app? • What objects do we need (textbox, button). • Make sure the objects are sized and positioned correctly, what about font size and colour? What about other properties such as Multiline and Alignment? – See Appendix 1: Example layout. • How are we going to store the affirmations/jokes in memory? How can we program this? (<code>Dim affirm(367) As String</code>) • How can we use a loop to read all the data from our text file of affirmations/jokes? – See Appendix 2: Sample Code 	
Independent Work	Copy and paste your code into the word processor and briefly describe what each line of code does.	
Plenary	<ul style="list-style-type: none"> • What have you learned this lesson that you didn't know before? • Discuss the key questions for this lesson (as shown below) • Test your program • Save your program. <p>Now let's try the End-Of-Lesson Assessment.</p>	
Resources, including ICT	Text file containing jokes and/or affirmations PC computers with screen magnification/speech Microsoft Visual Basic End-Of-Lesson Assessment Online quiz	
Key Questions		

	<ul style="list-style-type: none"> • What is the advantage of storing the jokes or affirmations in a text file? • How does the program know how many jokes/affirmations to load into memory? • How do we create a string array? What's the difference between strings and integers? • How did you create the objects on the form? • How did you customise the layout of the objects?
Vocabulary	Apps, applications, positive affirmations, Visual Basic, C#, forms, classes, subroutines, objects, variables, arrays, loops.
Success Criteria	<ul style="list-style-type: none"> • Ability to understand how computer technology can be used to increase happiness and wellbeing • Ability to understand how positive affirmations can be used to increase happiness and wellbeing • Ability to understand how jokes and humour can be used to increase happiness and wellbeing • Ability to understand the basics of .net programming including forms, classes, objects, subroutines, variables and arrays.
Assessment Opportunities	<ul style="list-style-type: none"> • Post-Lesson Assessment sheet and online quiz • Report/magazine article

Appendix 1: Sample layout



Appendix 2: Sample code

```
Public Class Form1

    Dim affirmation(367) As String
    Dim infile As New IO.StreamReader("C:\affirmations.txt")
    Private Sub Form1_Load(sender As Object, e As EventArgs) Handles MyBase.Load

        Dim number As Integer = infile.ReadLine

        For i = 1 To number
            affirmation(i) = infile.ReadLine
        Next

        infile.Close()

    End Sub
End Class
```