



## **Design Your Own Software Activity**

**Objective:** Students will demonstrate their understanding of what software developers do by planning and describing their own software.

### **Materials:**

- Paper or index cards
- Pencils or pens
- Markers or colored pencils

### **Activity Instructions:**

1. In small groups, students choose a problem to solve.

#### **Examples:**

- Homework reminder app
- A game to help with math
- Program that tracks recycling habits

2. On paper, students create a plan that includes:

- The name of the software
- What it does
- Who it's for
- How it works

3. Students share their software plans with the class.