Teaching Support Materials

OCR GCSE ICT J461

Unit B065 Coding a Solution

Notes on iPhone Apps Tutorials

This support material is designed to accompany the OCR GCSE ICT specifications for teaching from September 2010.

Introduction

iPhone application tutorials

The aim of these five video tutorials is to provide teachers with some basic instruction and skills in the building of simple iPhone applications so they may offer this as a potential curriculum alternative to the traditional programming required by the B065 'Coding a Solution' module of the 2010 GCSE in ICT.
They are designed as a starting point for teachers, to encourage them to experiment with the software and enable them begin to design other applications.

The tutorials available are:

- Tutorial 1: Registering as a developer.
- Tutorial 2: Writing a simple iPhone app.
- Tutorial 3: Developing icons for apps.
- Tutorial 4: Simple Interaction app.
- Tutorial 5: Data Sources app.

The tutorials are based on Apple's freely downloadable Software Development Kit* (SDK) which includes an iPhone simulator allowing all students to see their application in operation, regardless of whether they own an iPhone or not.

It is hoped that with the popularity and 'coolness' of the iPhone, more students would be attracted to learn how to program rather than if the module criteria remained routed in a traditional coding language such as 'Visual Basic'.

The fourth and fifth tutorials are a mini-project that builds on the skills gained in the first three. They show how to apply and develop the knowledge further whilst creating a tangible and robust application.

Video Tutorial 5 demonstrates how to create a Foreign Phase Translator app. A Teacher Guidance and Task sheet is provided which relates the task to the specification and offers advice about how the task should be approached.
There are a number of data files included which can be used to save time and effort. These include a list of foreign phases (phrases.xls), a flag graphic (bkg_translator.jpeg), the coding required, and the sample app.
There are also transcripts of Tutorials 4 and 5 provided.

* Please note that the SDK only runs on Apple computers and is available from http://developer.apple.com/programs/register/ subject to a simple registration process.