



Activity type	classroom <input checked="" type="checkbox"/> homework <input checked="" type="checkbox"/> independent learning <input type="checkbox"/> other <input type="checkbox"/>		
Activity objectives(s)	Understand what a wireframe is and what part it plays in the design process Understand that different types of user require different interfaces Be able to present an application design to an audience		
Activity resources(s)	Students design an interface for an interactive web application		
Delivery mode	teacher led <input checked="" type="checkbox"/> student led <input type="checkbox"/>	Collaboration type	individual <input type="checkbox"/> pairs <input checked="" type="checkbox"/> groups <input checked="" type="checkbox"/>
Task description	<p>For homework before the lesson ask students to look at some online booking systems for: travel tickets, hotels etc.</p> <p>A village hall committee requires an online booking system for their hall. The hall can be booked on any day for a whole number of hours between 12 midday and 12 midnight</p> <p>They would like users to be able to find out what days and times are available and to be able to request a booking for a particular block of time.</p> <p>Administrators of the system need to be able to confirm a booking to see who has booked the hall for any particular time and to query it to give them reports on its use:</p> <p>For example:</p> <ul style="list-style-type: none"> • how often it is being used on particular days of the week; • what the hall is being used for. <p>In groups, students need to:</p> <p>Create wireframes for the user and the administrator pages of the website.</p> <p>Design a user interface for both types of user.</p> <p>Each group should present their design to the rest of the class for discussion on usability and functionality.</p>		



SCHOLAR Lesson Outline

Differentiation (Alternative use)	If students are working in pairs or groups, then you may wish to allocate different parts of this task to different individuals. The wireframe task is considerably easier than the interface design, though its design will depend to some extent on the discussion around the interface.
Hints & Tips	<p>Wireframes can be drawn using pencil and paper, or designed using a graphics package. The latter will take considerably longer and is really only worth doing if you wish students to consider design aspects such as colour, navigation button size etc.</p> <p>This application is essentially an online database, so when designing the user interface, students will need to consider how the information being presented to the users and the administrators is going to be stored.</p>
Notes	<p>The wireframe part of this task could be adapted to any booking system such as concert tickets, computer rooms etc., however the complexity of the user interface depends very much on the scenario provided.</p> <p>SCHOLAR links:</p> <p>Unit 1 Topic 5.6 Unit 2 Topic 6.3</p>