

The App Challenge is hosted by The Pearl Academy, Abu Dhabi.

It is designed to support the English National Curriculum Computing Programs of study and UAE MOE Moral Education Curriculum whilst giving children real purpose to their learning. The App Challenge will provide a creative opportunity for children to develop their moral and social responsibilities whilst preparing for their roles as leaders of the future.

The challenge is designed to develop skills identified in Future of Jobs Report, World Economic Forum, 2017.

1. Complex Problem Solving
2. Critical Thinking
3. Creativity
4. People Management
5. Coordinating with Others
6. Emotional Intelligence
7. Judgement and Decision Making
8. Service Orientation
9. Negotiation
10. Cognitive Flexibility

The final presentations will be shared with all participating schools for feedback to promote peer assessment and encourage collaborative learning.

What to do?

Children must work in a team to decide on a real world problem they wish to solve.

They must design an app which can support solving their problem. Teams must create a design brief for the app including a suitable name. They will record how they worked together to address the problem and find a solution. Prepare and submit a presentation (paper based, video, Sway etc.)

Problems may be big or small, local, regional or global but they must be real world problems.

Examples;

Too much plastic is used around the world and this is causing a problem in the oceans.

The app designed could encourage pre-cycling by reminding you to take your reusable bags and foodboxes to the shop when you go shopping each week. It may be linked to your shopping list to calculate how many bags/containers you will need.

The carbon footprint of the food we eat is increasing and this results in increased pollution.

The app designed could link to your GPS and calendar to suggest recipes made from food that is locally sourced and in season.

Ideas and Suggestions

Teams can complete Market Researching – using things like forms, google documents.

Teams must complete a Timeline of their work, meetings and progress.

Teams can create websites and videos based on their app. Teams can include meeting recordings, team meeting minutes, evidence of them working together. Teams can use software in school to create a prototype for their app. They can include the steps they followed to do this.

Rules

One school can enter two teams with 6 students in each. (12 students in total)

Students must be in Year 6.

Any software can be used as decided by schools and children.

Please communicate name of school, how many teams and an email address for communication purposes to...

BSMEappchallenge@thepearlacademy.sch.ae

Timeline of the Event

Term 1	Term 2	Term 3
September - BSME App competition begins	School continue work on developing the app and presentation.	19th May 2022 - Last days for entries to be submitted.
9th December 2021 – Registration deadline. Schools must register participation. (BSMEappchallenge@thepearlacademy.sch.ae)	Schools to select the two teams who will be entered in the competition and submit entries.	16th June 2022 - Winners announced and prizes awarded.
	10th March 2022 - Mid Term Review to be completed by teams.	

isams By IRIS

A huge thanks to our sponsor this year!

We are delighted to confirm that this year the App Challenge has a fantastic sponsor who is providing some great prizes.

Winning Team

iSAMS will be presenting the participants of the Winning Team with Amazon vouchers for the value of £50!

Runners Up

Each team member will receive an Amazon vouchers for the value of £25 each.

Winning School

iSAMS will also present the School that the Winning Team is from with an LEGO® Education set of their choosing up to the value of £300. We are thrilled to also confirm that a representative from iSAMS will sit on the judging panel to assist with the decision making throughout this Challenge.