Paper Prototype of an App Screen

SD-B120 / STRATEGISTS · AGES 10–12

Sketch an app screen that solves a real problem and test it with a partner.

YOU NEED: Pencil, a partner, a few paper strips for buttons

ANALYZE	Name one real problem an app could solve for someone you know, such as remembering chores.
CHOOSE	Sketch one screen: the title, one main button and the most important information.
TEST	Have your partner use your paper screen. Ask them to point at what they would tap first.
REFLECT	What confused them? Redraw one part to fix it.

MY SCREEN

Sketch one app screen. Label the main button.

The problem it solves

It helps ___ do ___

What confused my tester

They did not understand

I changed

Paper Prototype of an App Screen

SD-B120 / GROWN-UP GUIDE · STRATEGISTS

A little help beside the learner. Read this page first; keep the answers here.

LEARNING GOAL

Practice user-centered design: define a problem, sketch a solution and test it with a real person.

BEFORE YOU BEGIN

You need: Pencil, a partner, a few paper strips for buttons. Keep tests on paper: no real accounts, passwords or personal data.

HOW TO GUIDE

Keep it a paper sketch. Do not ask for real accounts or personal details. Watch where your child's tester looks first and resist explaining. A confused tester is the best data.

WHY IT MATTERS

Paper prototypes let designers learn what is confusing before spending time building. Testing with a real person shows what the designer cannot see.

LOOK FOR THIS REASONING

Look for a named problem, a screen with one clear purpose, and a change that responds to what the tester actually did.

IF THEY GET STUCK

Ask: what is the one thing a person must do on this screen? Remove everything that does not help with that.

MAKE IT GENTLER

Sketch one button and say what it does.

ADD A LITTLE STRETCH

Make a second screen that opens when the button is tapped.

A USEFUL STOPPING POINT

Show the final screen to someone who did not see the first one.