

Hour of Code Activity - App Wireframing



Welcome to wireframing. Wireframing uses simple outline frames to layout the app's images, text, and other elements. The wireframe screens below give you an idea of how simply and quickly a wireframe can be done. Choose an app that you have used before diagram wireframes to show how that app works.

Draw boxes where the screen elements go, and label what they are. Do this for all the major screen in the app, then use arrows and written descriptions to identify what the buttons do, and how the app navigates through the different screens. Remember that your wireframing doesn't have to be extremely detailed.

Wireframing works best when you can quickly diagram the app's functions



