Lesson Statistics: Making Sense of the World for 7-8th

📱 **Happiness Tracker App**

Design an app that **tracks daily moods, finds patterns, and suggests fun ideas** to cheer up users!

Step 1: Collect Data

Your app tracks:

- Score for Mood while doing any activity (1- Superhappy, 2- Just Fine, etc …)
- Name of Activity done (gaming, reading, etc.)
- Time spent on activity

Step 2: Find Patterns

- App calculates:
    - **Mean**: Average happiness score of day and of a week
    - **Mode**: Most common activity that makes you happy
- App makes **charts & graphs** to show trends how mood score change over days and with activities

Step 3: Give Suggestions: Based on the user's patterns and what made others happy:

    - Suggest fun activities when mood is low
    - Show trends of your happiest days

Step 4: Show Your App

Create **screenshots/mockups** of your app:

1. **Data Entry Screen:** Where the user logs their mood and activities
2. **Patterns Screen:** Shows mean, median, mode, and graphs
3. **Suggestions Screen:** Fun ideas for improving mood
4. **Community Tips Screen (Optional):** Ideas inspired by what made other users happy

Upload: PDF or photo of Digital mockup (Canva, Paint, etc.), Hand-drawn sketches

Think of it as a **mix of social media + personal diary + mood coach**.