

# Cornell Guided Notes

Biotechnology for Health (Biomedical Innovations) | 2027-04-14

Name

Period

Date

Lesson

Lesson focus

Wireframe build

Key words and questions

Prepared details and student notes

**Essential question**  
**What is today's target?**

Build a usable wireframe or layout for your public health communication product. Big idea:  
A wireframe tests usability before any code or final design is produced.

**My notes, examples, and questions**

**Key words**  
**What vocabulary unlocks the lesson?**

- audience
- privacy
- usability
- recommendation
- evidence

**My notes, examples, and questions**

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## Cornell Notes - Continued

### Key words and questions

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**Must-know ideas**  
**What should I understand by the end?**

- The most important content should appear where users look first, typically the top of the screen.
- Usability principles include clear labels, consistent layout, and minimal cognitive load.
- Peer feedback on a wireframe reveals confusing elements before they become expensive to fix.

**My notes, examples, and questions**

**Process notes**  
**What happens during class?**

- 0-5 min: Warm-up: where on a website do you look first when you open it?
- 5-20 min: Sketch main screen layout; place core message and call to action at the top
- 20-40 min: Apply two usability principles and label them on the wireframe
- 40-55 min: Peer review: partner notes one confusing or missing element
- 55-70 min: Revise wireframe based on feedback; note what you changed and why
- 70-80 min: Exit ticket: name the two usability principles you applied

**My notes, examples, and questions**

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#### Steps and evidence What do I do and turn in?

- Sketch the main screen or page layout for your product.
- Place the core message and call to action where users see them first.
- Apply two usability principles such as clear labels and consistent navigation.
- Get quick feedback from a teammate and note one fix.
- Revise the wireframe based on the feedback.

Evidence: Notebook check - Wireframe sketch showing main layout with core message and call-to-action placement, two labeled usability principles, peer feedback note, and documented revision.

#### My notes, examples, and questions

#### Checks for understanding How do I know I got it?

- Your wireframe applies at least two usability principles.
- You revised it based on peer feedback.

#### My notes, examples, and questions

#### Lab or safety notes What must I handle carefully?

No special lab safety notes today. Follow normal classroom and digital-work expectations.

#### My notes, examples, and questions

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## Cornell Notes - Continued

### Summary

Today's lesson focused on Wireframe build. The main target was: Build a usable wireframe or layout for your public health communication product. The evidence of learning is Notebook check: Wireframe sketch showing main layout with core message and call-to-action placement, two labeled usability principles, peer feedback note, and documented revision.. In my own words, the most important idea from today is:

**My summary**

**My final question or connection**