

Worksheet – FLUTTER

Module: Introduction to Flutter

Duration: 90 minutes

Level: Beginner

Target group: Deaf youth learning visual design and teamwork

Part 1 — Warm-up (What is Flutter)

Circle the correct answer:

1. **Flutter is mainly used for:**
 - a) Photo editing
 - b) Building applications
 - c) Writing documents

2. **Flutter applications are written using:**
 - a) Java
 - b) Python
 - c) Dart

Part 2 — Flutter Basics

3. **Complete the sentences:**

1. Flutter was developed by _____.
2. Flutter uses _____ to build the user interface.
3. One Flutter project can run on _____, _____, and _____.

Part 3 — Widgets in Flutter

Widgets are the **basic building blocks** of a Flutter app.

4. Match the widget with its description:

- A. Text
- B. Image
- C. Container
- D. Button

1. ____ Displays text on the screen
2. ____ Shows a picture
3. ____ Holds and styles other widgets
4. ____ Used to perform an action when pressed

Part 4 — Stateless vs Stateful Widgets

Circle the correct answer:

5. **A StatelessWidget:**

- a) Can change its data during use
- b) Never changes once built
- c) Stores user input

6. **A StatefulWidget:**

- a) Cannot change
- b) Is only used for text
- c) Can change its state over time

Part 5 — Practical Task

7. Imagine you are creating a simple Flutter app.

Task:

- The app shows a text: "Hello Flutter!"
- There is a button below the text
- When the button is pressed, something happens (for example, prints a message)

Write or draw your idea:

Part 6 — Reflection

- Why do you think Flutter is useful?

- What kind of app would you like to build with Flutter?

Teacher's Note:

*This worksheet helps participants understand **basic visual design concepts** using Figma.*

Encourage learners to:

- *point or sign to describe what they see,*

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Answer Key

Part 1 – What is Flutter?

1. b) Building applications
2. c) Dart

Part 2 – Flutter Basics

1. Flutter was developed by **Google**.
2. Flutter uses **widgets** to build the user interface.
3. One Flutter project can run on **mobile, web, and desktop**.

Part 3 – Widgets in Flutter (Matching)

1. A – Text
2. B – Image
3. C – Container
4. D – Button

Part 4 – Stateless vs Stateful Widgets

1. StatelessWidget → b) Never changes once built
2. StatefulWidget → c) Can change its state over time

Section 5 – Practical Task (Example Answer)

- Display text: "Hello Flutter!"
- Add a Button widget below the text
- On button press, print a message or change text