Lesson 3.1

3.7.2020

Implementing Projects #1

DAILY OBJECTIVE

During the next series of lessons, students will begin implementing their end of semester project using the project design worksheets and notes they've developed over the last few weeks.

MATERIALS

Educator

- None

Students

- Note taking materials
- Personal Computers

PREP

If possible, educators should work in Wick Editor and attempt to strengthen their skills in creating animations, clips, and buttons in Wick Editor in order to become more familiar with the tool.

DEFINITIONS

No new definitions today!

LESSON PLAN

Section 1: Tech Demo Review

Objective	Students will review their tech demos individually. Once reviewed, they'll begin to flesh out their projects.
Duration	20 Minutes
Class Style	Students should be at their computers and have their projects open on editor.wickeditor.com
Materials	Note Taking Materials

1.1 Tech Demo Review

Start class by allowing students to review the Tech demos they've been creating.

Students should prepare their projects, and reflect on their progress so far. Students should answer the following questions.

1. Is this project effective at demonstrating the interaction it is designed to showcase?
2. Can I extend this demo to use the AI systems we learned about?
3. What can I add or remove to make this demo function more effectively?

1.2 Adding Functionality

Next, students should extend their tech demos to integrate the AI systems they've prototyped for.

Teachers should move around the room and review student projects as they are completed.

Ask students to:

1. Demonstrate the functionality of their project.
2. Show where the AI functionality is being used.
3. Quickly explain how the AI system code works in their project.

Once students have demonstrated they can create a technical demo, and integrate an AI system from Azure Cognitive Services, they should be cleared to start their full project.

Section 2: Final Project Implementation

Objective	Students will begin to create their final projects in full!
Duration	20-25 Minutes
Class Style	Students should be working individually on their own projects. Students can work with others for support, but should be responsible for creating their own final projects.
Materials	Personal Computers

2.1 Final Project Schedule

Students should be given 5-10 Minutes to create a Final Project Schedule that they will use to develop their final project.

Complete the following Activity:

A	**5-10 Minutes**	**Final Project Schedule** Create a final project schedule that briefly defines when over the next few classes you will complete elements of your project. Be careful to clearly differentiate your MVP (“good”) elements, from your “better” and “best” nice to have elements.

2.2 Final Project Implementation

With any remaining class time, students should begin work on their final project by creating a new project or extending their existing technical demos.

Student projects should be ready for a peer review by lesson 3.4!

Common Misconceptions

Below are some common misconceptions that may appear in discussion around today's content.

1. "We don't need a schedule, let's just code"

a. Having a simple schedule is a great way of keeping on track while working on self-directed portions of this project. The schedule will act as both a way for students to evaluate their own progress, and educators to evaluate the progress of students.

COMMON PITFALLS

1. Over-developing the project schedule.

a. Students may provide too many details to their project schedule. This may overcomplicate the development process and make it harder to successfully achieve the goals they've set for themselves. Over-developing the goals in this schedule could also cause students to have a harder time pivoting if some of their initial project ideas don't work out!

2. Under-developing the project schedule.

b. Students who breeze through the project schedule step may miss key details of their project's progress, making it difficult to self-pace their own development as the project continues. Ensure students are providing an adequate amount of detail requested on the "Project Schedule" Activity Worksheet.

SUCCESS CRITERIA

These success criteria are a simple way to ensure students are on track. They are designed to help educators guide conversations and example development between each day's content.

Discussion	Exploration	Application
Students can effectively review and evaluate their own technical demos. Students can articulate the intricacies of their projects to educators and peers in a straightforward, and understandable way.	Students are able to create a simple, yet encompassing project schedule that they can use to evaluate their own progress.	Students are able to begin the remainder of their project using a new Wick Editor project, or by extending their existing technical demo.