

Lesson 4.4

3.7.2020

Show and Tell #1

DAILY OBJECTIVE

Today, students will present their projects to the class and allow users to interact with their project.

MATERIALS

Educator

- None

Students

- Personal Computers to Display Projects
- Note Taking Materials

PREP

Educators should prepare student devices and the classroom for an interactive show and tell presentation. Educators should also divide the class into two groups, one that will present in Show and Tell #1, and the other that will present in Show and Tell #2.

DEFINITIONS

No new definitions Today!

LESSON PLAN

Section 1: Preparing

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|--------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Objective | Educators should work with students to prepare the room for an interactive show and tell session. |
| Duration | 5-10 Minutes |
| Class Style | The room should be prepared for the first group of students to present. Student presenters should be at their computers, with their projects open and ready to be interacted with. |
| Materials | Personal Computers |

1.1 Preparing the Room

Note: We suggest a “salon” style presentation where students are encouraged to interact with as many class projects as possible, but educators may choose to adjust this format based on the number of students in the class. This is primarily a suggestion for medium to large groups.

The class should be divided into two groups Group A and Group B. Group A will present during the course of this lesson, and Group B will present during the course of Lesson 4.5.

Ensure that all students in Group A have their projects prepared, and are ready to showcase them to their classmates on their computers. We recommend spacing presenting students apart

from each other in order to provide room for at least 1 participant, and 1 observer at each project.

LESSON PLAN

Section 2: Show and Tell

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|--------------------|-------------------------------------------------------------------------------------------------------------|
| Objective | Students will present their projects to their classmates in a salon style format. |
| Duration | 30-35 Minutes |
| Class Style | Students that are not presenting should be free to move around the room, trying their classmate's projects. |
| Materials | Personal Computers, Note Taking Materials |

2.1 Presentation

We recommend that students in Group B be given the opportunity to move around the room while trying multiple projects.

Optionally, while viewing projects, ask students to record notes about the projects they're viewing by responding to the following questions.

1. **Were there any standout elements in the projects you reviewed?**
2. **Which portions of each project seemed most effective?**
3. **What would you like to see further developed if this project were to continue?**

While presenting, students should be encouraged to elaborate on their thought processes, responses from community members, and completed research with their peers.

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 |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------|
| <p>Students can effectively discuss their project's research components with classmates.</p> <p>(Optional) Students can provide effective, end of project feedback when prompted about projects they have not created.</p> | <p>Students have taken the time to traverse the room and interact with a majority of the projects that have been developed by the class.</p> | <p>Students have created functioning applications that can be interacted with during the show and tell session.</p> |