

Hello:

We visited one of your classes recently. The focus of this walkthrough was Engaging Students in Learning (Danielson 3c). Below is the summary of the visit.

Teacher: Andy Smith

Observer: Heather Lawler

Course/Block: Computer Programming

Educator goals:

3C. Engaging Students in Learning [Engaging students in learning]: Distinguished: Students, throughout the lesson, are highly intellectually engaged in significant learning, and make material contributions to the activities, student groupings, and materials. The lesson is adapted as necessary to the needs of individuals, and the structure and pacing allow for student reflection.

Summary: evidence and/or reflective question(s) for educator: Adventure Game Design Project

Students ask about the Harvard Puzzle Day competition as they enter the room.

Dillon: when are we going to have that [chess] rematch?

Mr. Smith: We are going to do a stand up meeting. Mr. Smith introduces the concept of a Scrum Stand up meeting with the rules and expectations.

Dillon: Okay, let's get started!

Each student reports out on their Choose Your Own Adventure project. Answering the inquiries posted on the screen: What did you do since last meeting? What will you do until next meeting? What is getting in your way?

Mr. Smith leads a conversation on the Harvard Puzzle Day results. Students are excited that they did well and will get a popcorn popper for the classroom.

Students break and return to working independently on their projects. Making game maps, and writing blog posts in HTML.

Jessica comes into the classroom to discuss the Guacamole project. Mr. Smith outlines the Guacamole algorithm students have written on white boards.

Mr. Smith rounds on students helping them solve coding issues and develop their game designs.

"My game is really deadly. You basically die unless you do things exactly right."

Summary: Student interacted with each other and with the teacher in a respectful and curious way. Every student was highly engaged in the creation of their own project and collaboratively contributed to helping other students solve problems. Mr. Smith led the class with enthusiasm and connected with every student to hear their project updates and facilitate their progress. The classroom was highly student led.

How can these Adventure Game Projects have an authentic audience and be seen by the community?

Post conference recommended (a post conference may be requested by either the teacher or the visiting administrator) : No

Best regards,

Garon Smail and Heather Lawler