**Lesson 14** Final Project: Reflection

**How do we interpret feedback and reflect on our work?**

| **Overview** | |
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| To close out this unit, students will get a chance to look at each other’s final presentation pages and give feedback. They will then read over the comments they received and reflect on their process. | |
| **Lesson Objectives** | |
| Students will be able to   * Give kind feedback and ask thoughtful questions * Use feedback to reflect meaningfully on their work | |
| **Suggested Duration** | |
| One period (45 minutes) | |
| **Blueprint Foundations Student Outcomes (**https://blueprint.cs4all.nyc/outcomes/) | |
| Abstraction  Prototype | **Describe how** the components of my prototype come from or can be shared with a community. |
| Algorithms  Prototype | **Explain how** a function I prototyped can be used by someone else. |
| Programming  Prototype | **Describe the changes** I made after testing parts of my program. |
| Programming  Communicate | **Discuss** what can and cannot be done with a specific set of demands. |
| **Vocabulary** | |
| * N/A | |
| **Planning Notes** | |
| * Today students will be filling out pages 9 and 10 of their [final project packets](https://docs.google.com/document/d/1-9U2eTUzr5GXC7rDdp3gALNFa0FeTFdl7v8Z-j1oCU8/edit?usp=sharing). Create groups of 4 students who will rotate around each other’s computers and leave each other feedback.   + For students to get more feedback (and see more projects), consider forming groups of 6 or 7 and adding a second copy of page 9 to the packet. | |
| **Resources** | |
| * N/A | |
| **Assessments** | |
| * Assess the **Peer Feedback** sheets. Check for the ability to:   + Give kind and specific feedback   + Ask thoughtful questions * Assess the **Self-reflection** questions. Check for students’ ability to:   + Use feedback to evaluate their work   + Name specific strategies they used to overcome obstacles | |

| **Do Now:** |
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| Students should sit in their assigned feedback groups. Once seated, they should follow these instructions to make their projects full-screen. Adjust step 3 depending on the type of browser and device your students use in class:   1. Log in to the p5 web editor and open up your final emoji presentation project (with HTML and CSS) 2. Go to File → Share and click the arrow next to the “Present” link which will open up your project in a new tab 3. Make your browser full-screen |
| **Discussion: Feedback Review** |
| * Have a brief discussion with students to remind them about feedback norms and put appropriate sentence starters on the board (e.g., “Maybe you could try \_\_\_\_\_\_\_\_\_\_\_\_”) |
| **Student Activity: Peer Feedback and Reflection** |
| * Tell students that on your signal, they will rotate around their devices to view each other’s projects. Give students about 5 minutes to look through a presentation page and write feedback before sending them to the next project. * Students will eventually rotate back to their own device, at which point they should read over the feedback they received. * Once students have had a chance to read their critiques, they should fill out the self-reflection sheet on page 10. |
| **Wrap Up** |
| * As a class, debrief on the final project with your students:   + What was fun about this project?   + What was challenging? What debugging strategies did you use to get unstuck?   + Give specific shout-outs to fellow students for feedback that was insightful, or for help that you got from a neighbor while coding. * Make sure students turn in their project packets to you before they leave. |
| **Extensions** |
| N/A |