UNIT 5
SESSION 1-6

REFLECTION PROMPTS

SESSION 1

What do you know?

What do you want to know?

What did you learn?

What were your methods for finding out what you want to know?

SESSION 2

Why did you choose that project or activity to work on?

How did you improve and/or change the project?

What would you do if you had more time?

SESSION 3

Which advanced concept(s) did you incorporate into your project?

How did you incorporate the advanced concepts into your project?

What did you learn more about the advanced concepts you incorporated?

SESSION 4

Which hardware or extension did you incorporated into your project?

How did you control the physical hardware from within Scratch?

What was difficult?

What was surprising?

SESSION 5

What challenges did you experience in creating the Scratch project?

How did you overcome these challenges?

What was easy and/or difficult in creating your Scratch project?

SESSION 6

What was the problem?

How did you locate the problem?

How did you fix the problem?