

Unit 5

Session 1-6

Reflection Prompts

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# Session 1

What do you know?



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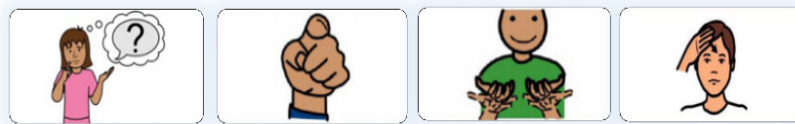
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What do you want to know?



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What did you learn?



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



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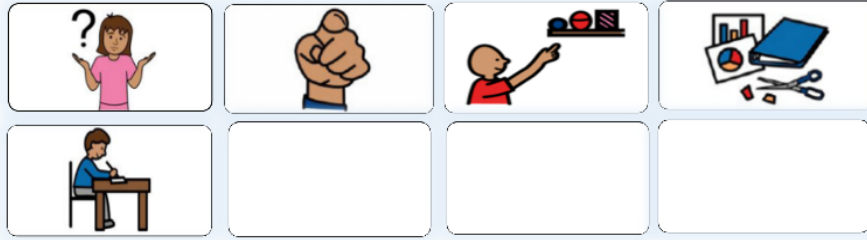
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# Session 2

Why did you choose that project to work on?



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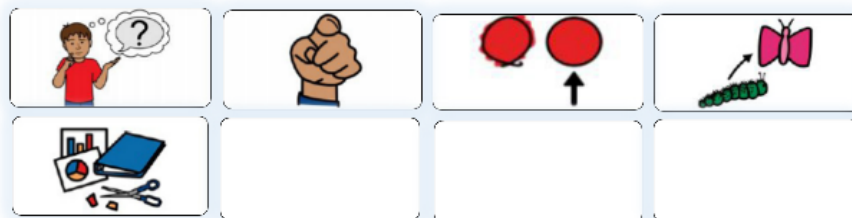
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How did you complete or improve the project?



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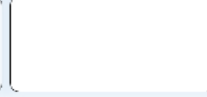
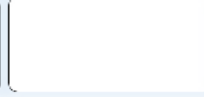
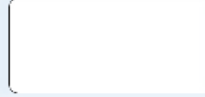
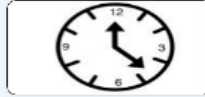
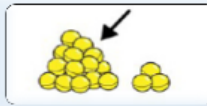
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What would you do if you had more time?



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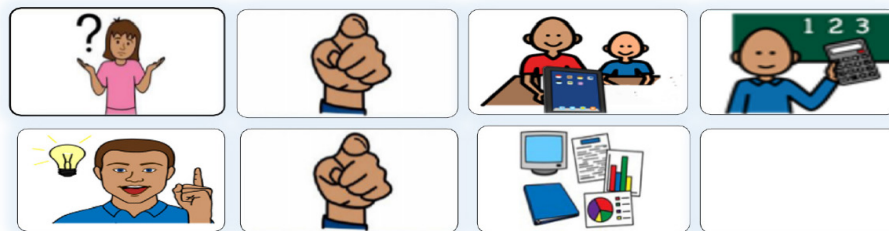
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# Session 3

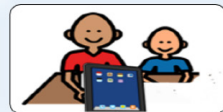
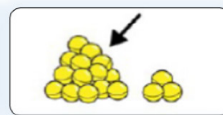
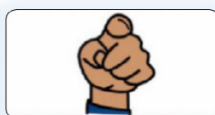
Which advanced concept(s) did you incorporate into your project?



How did you incorporate the advanced concepts into your project?



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



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# Session 4

Which hardware or extension did you incorporate into your project?

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How did you control the physical hardware from within Scratch?

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What was difficult?

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What was surprising?

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# Session 5

What challenges did you experience in creating the Scratch project?

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How did you overcome these challenges?

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

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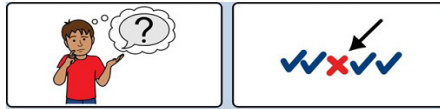
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# Session 6

What was the problem?



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How did you come up with the project?



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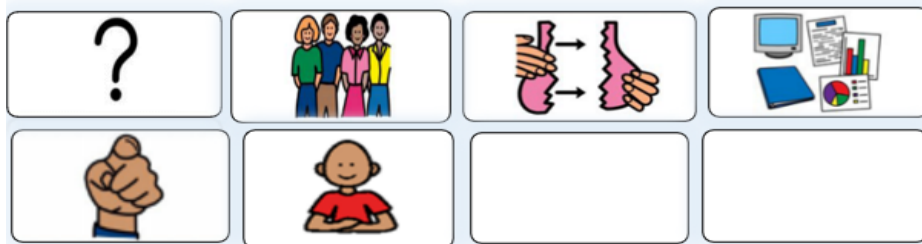
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Did others fix the project as you expected?



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