

UNIT 0
SESSION 1-6

REFLECTION PROMPTS

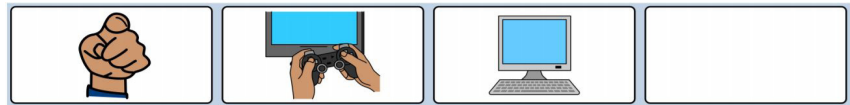
SESSION 1

Part 1

What do you do on computers?



Do you play on computers?



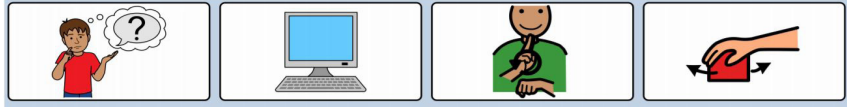
Do you make things on computers?



What do you make on computers?



What are computers used for?



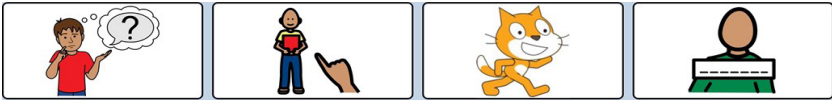
Part 2

What do you want to make on computers?

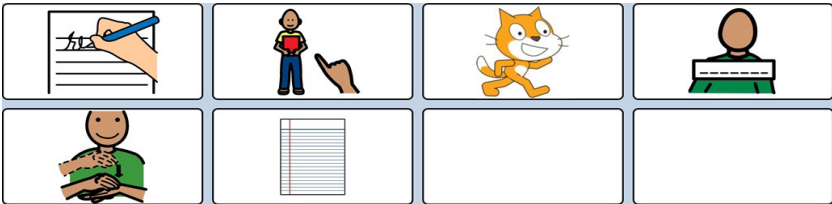


SESSION 2

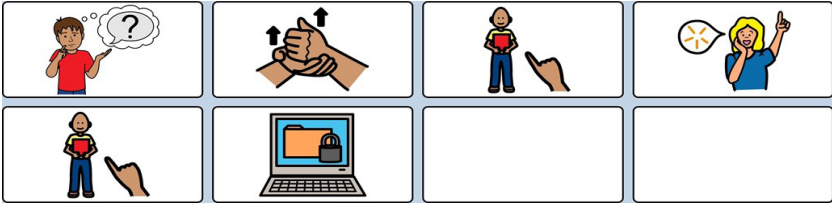
What is your Scratch name?



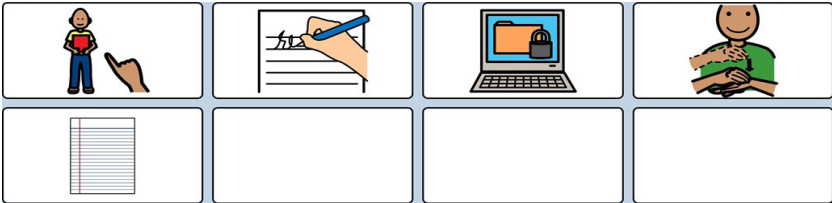
Write down your Scratch name on paper.



What helps you remember your password?



Can you write your password down?

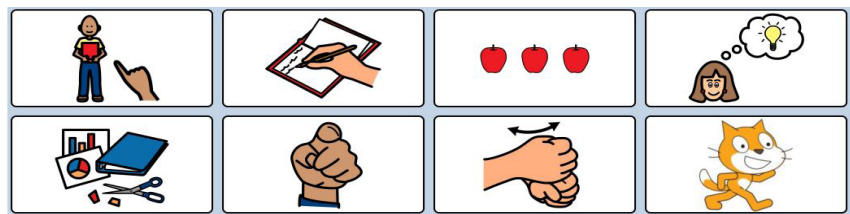


Can you show how to open your scratch account?



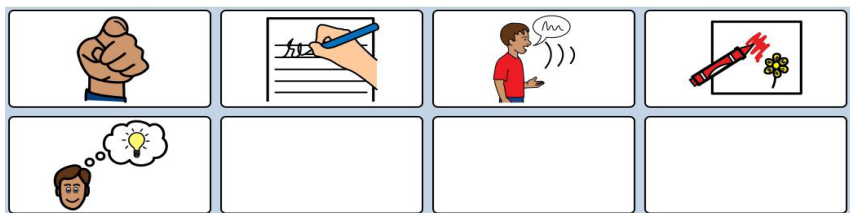
SESSION 3

In your journal, give 3 ideas for projects you want to make on scratch.



- ⌘ (For student who read at a Pre-K level and higher have them choose the response mode [write/sketch/audio-record/share students] groups 2 & 3.)
- ⌘ (Model what is expected for students at the who did not complete the above (group 2)
- ⌘ Model and prompt students who have little or no formal communication system (group 1). This group may need to point to their symbol for happy/sad or like/don't like.

You can write, record your voice or draw to show your ideas.

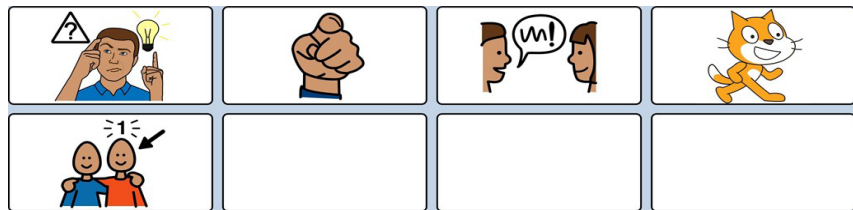


SESSION 4

What did you figure out?



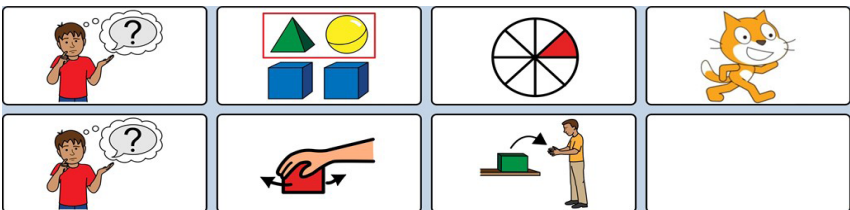
How would you describe Scratch to a friend?



What do you think can be done on Scratch?



What are the different sections of Scratch? What are they used for?

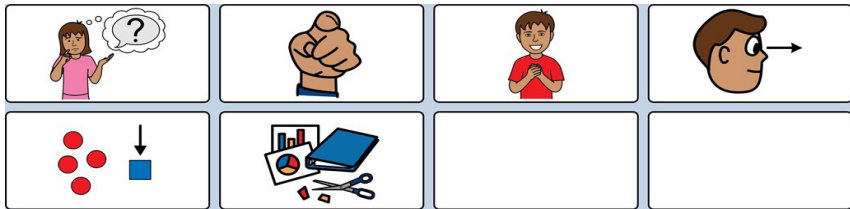


SESSION 5

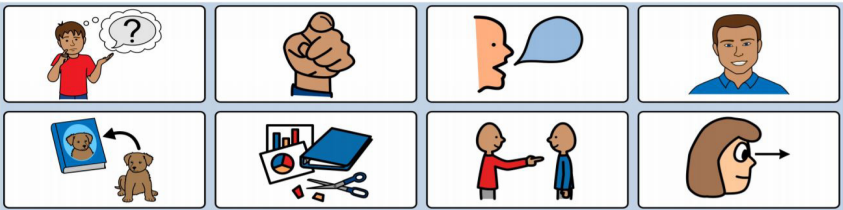
What are Scratch studios used for?



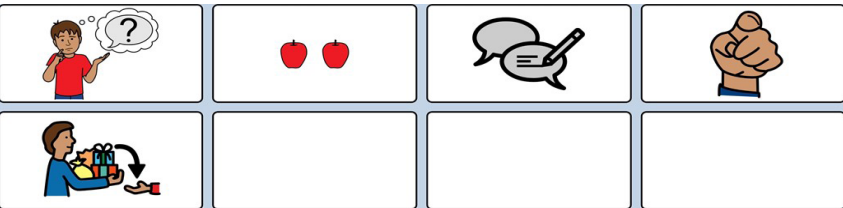
What did you like about looking at other projects?



What can you say that is nice about a project you saw?



What two comments did you share?

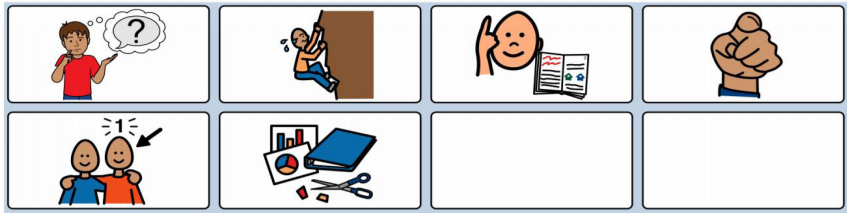


SESSION 6

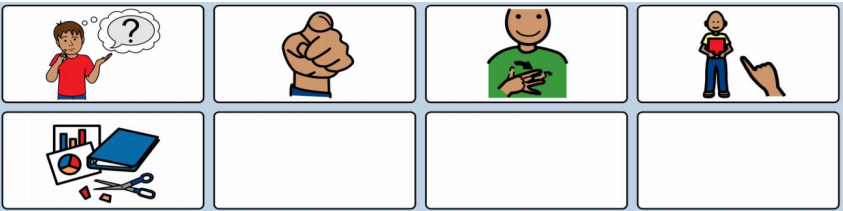
What could be fixed about you or your friend’s project?



What was hard to understand about you or your friend’s project?



What do you really like about your project?



What do you really like about your friend’s project?

