

**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?



-----

-----

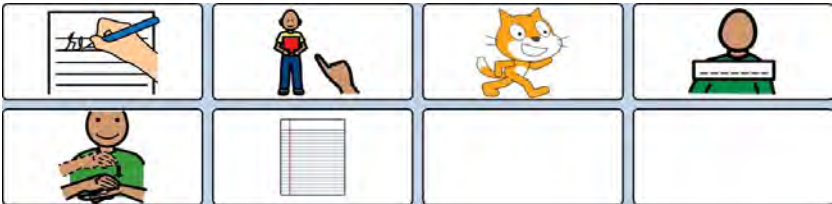
-----

-----

-----

-----

Write down your Scratch name on paper.



-----

-----

-----

-----

-----

-----

What helps you remember your password?



-----

-----

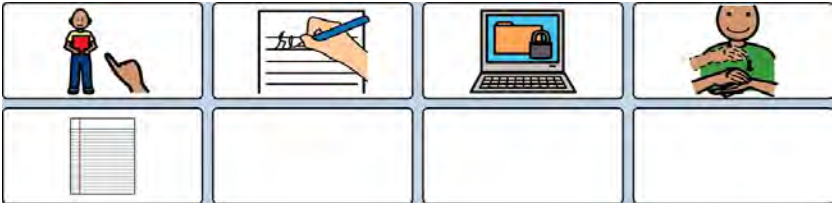
-----

-----

-----

-----

Can you write your password down?



-----

-----

-----

-----

-----

-----

Can you show how to open your scratch account?



-----

-----

-----

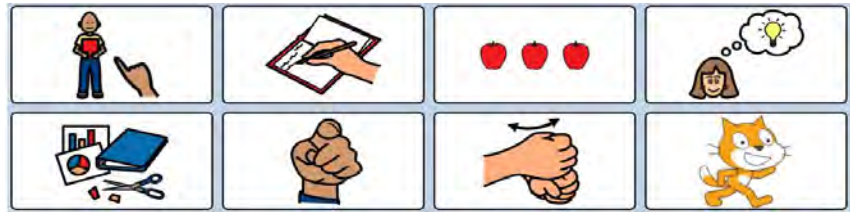
-----

-----

-----

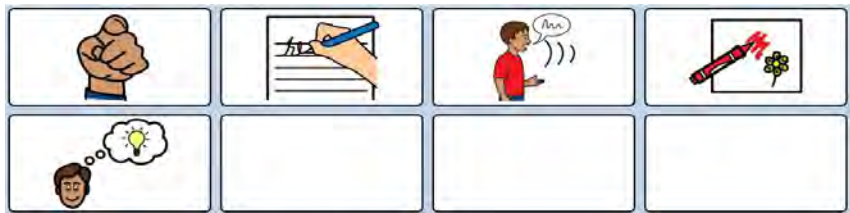
# SESSION 3

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?



-----

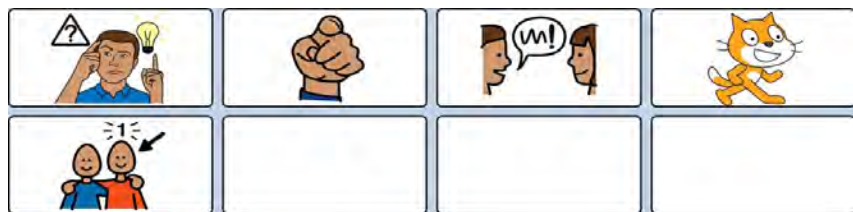
-----

-----

-----

-----

How would you describe Scratch to a friend?



-----

-----

-----

-----

-----

What do you think can be done on Scratch?



-----

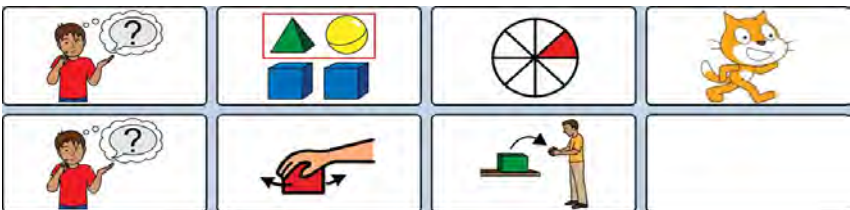
-----

-----

-----

-----

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?



-----

-----

-----

-----

-----

-----

# **UNIT 1**

## **SESSION 1-6**

### **REFLECTION PROMPTS**

---

# SESSION 1

What was easy or hard when you were the leader?



-----

-----

-----

-----

-----

-----

What was easy or hard when you were the follower?



-----

-----

-----

-----

-----

-----

What was easy or hard when you watched the dance video?



-----

-----

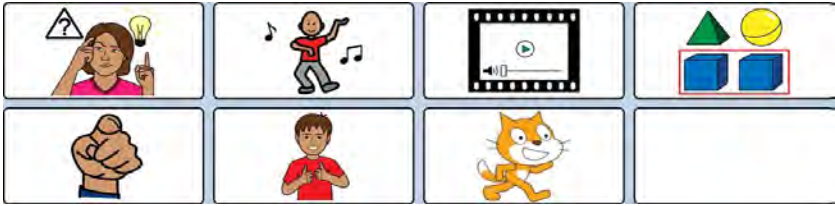
-----

-----

-----

-----

How is the dance video like what you are doing on Scratch?



-----

-----

-----

-----

-----

-----

Why did you have to follow the directions one at a time?



-----

-----

-----

-----

-----

-----

How did this help you learn?



-----

-----

-----

-----

-----

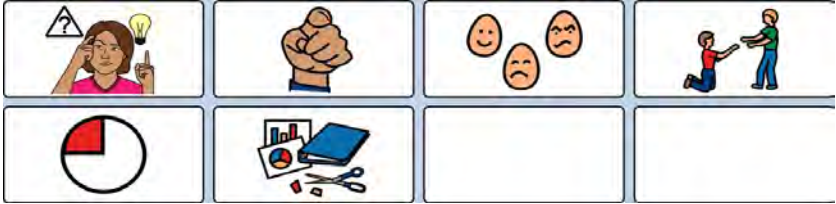
-----

# SESSION 2

What made you think “wow!” when you made your first project?.



How did you feel when you had help for each part of the project?



When do you feel the most creative?



# SESSION 3

What was difficult about being able to use only 10 blocks?



-----

-----

-----

-----

-----

-----

What was easy about being able to use only 10 blocks?



-----

-----

-----

-----

-----

-----

How did you think differently?



-----

-----

-----

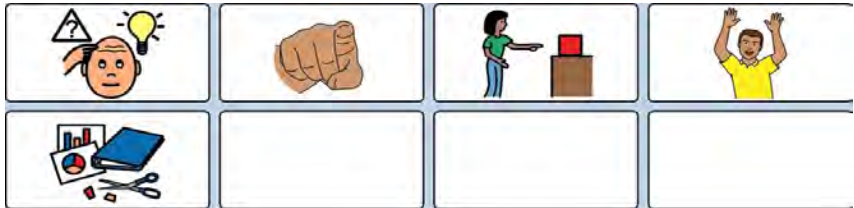
-----

-----

-----

# SESSION 4

How did you find exciting projects?



-----

-----

-----

-----

-----

How can your example project help with other ones you make?



-----

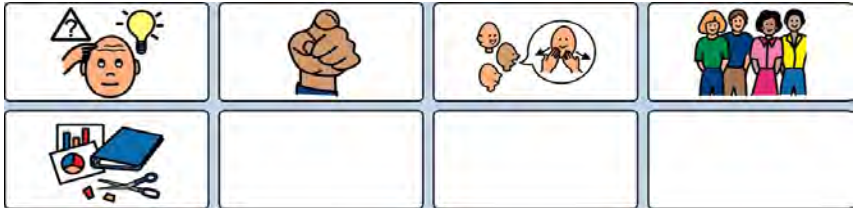
-----

-----

-----

-----

How can you praise other people's work?



-----

-----

-----

-----

-----

# SESSION 5

What was the problem?



-----

-----

-----

-----

-----

-----

How did you find the problem?



-----

-----

-----

-----

-----

-----

How did you fix the problem?



-----

-----

-----

-----

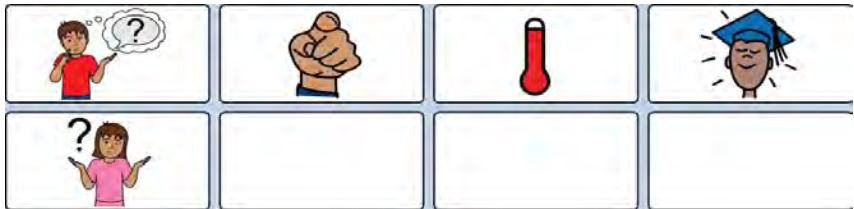
-----

-----



# SESSION 6

What are you most proud of? Why?



-----

-----

-----

-----

-----

What did you get stuck on? How did you fix it?



-----

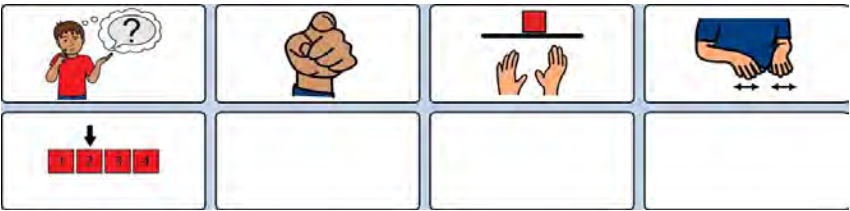
-----

-----

-----

-----

What do you want to do next?



-----

-----

-----

-----

-----

# **UNIT 2**

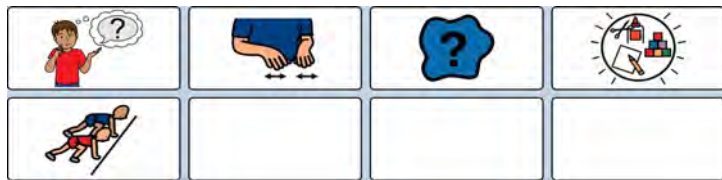
## **SESSION 1-6**

### **REFLECTION PROMPTS**

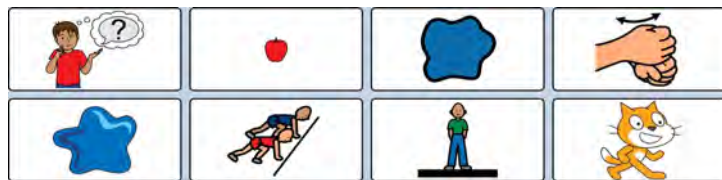
---

# SESSION 1

How did doing something new start?



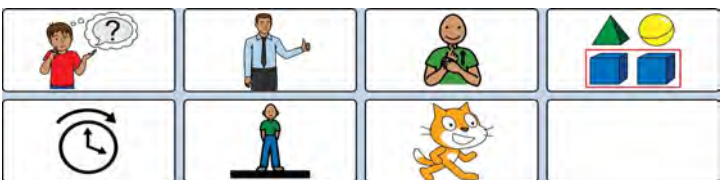
How does one thing make a different thing start on scratch?



When did things happen at the same time?



What let things happen at the same time on Scratch?



# SESSION 2

What did you do first?



-----

-----

-----

-----

-----

-----

-----

What did you do next?



-----

-----

-----

-----

-----

-----

-----

What did you do last?



-----

-----

-----

-----

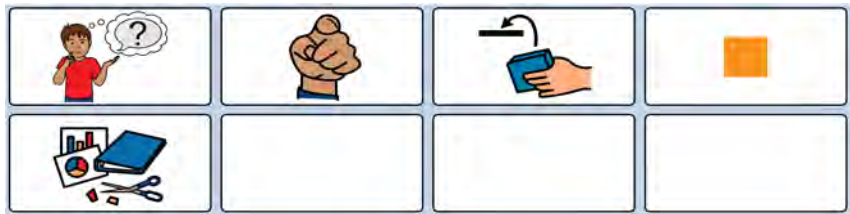
-----

-----

-----

# SESSION 3

How did you put an orange square in your project?



-----

-----

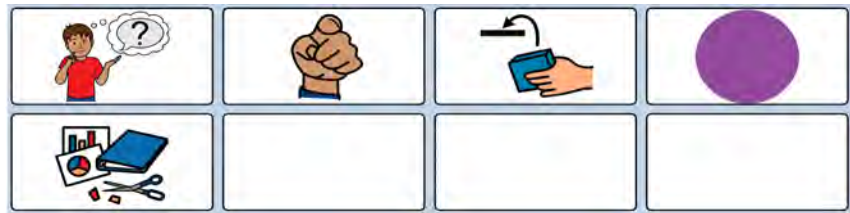
-----

-----

-----

-----

How did you put a purple circle in your project?



-----

-----

-----

-----

-----

-----

What was hard about doing this project?



-----

-----

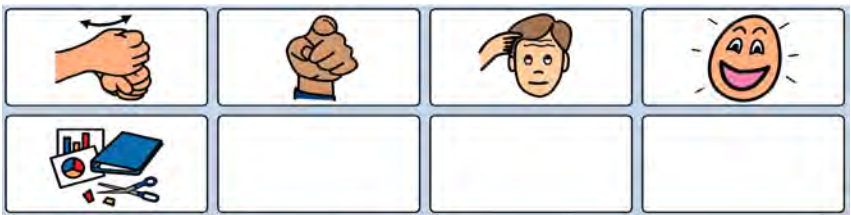
-----

-----

-----

-----

What made you think wow with this project ?



-----

-----

-----

-----

-----

-----

# SESSION 4

How are a sprite and a costume not the same?



-----

-----

-----

-----

-----

-----

What is a kind of video you can watch?



-----

-----

-----

-----

-----

-----

List 3 times you did something more than once



-----

-----

-----

-----

-----

-----

# SESSION 5

What was the problem?



-----

-----

-----

-----

-----

-----

How did you find the problem?



-----

-----

-----

-----

-----

-----

How did you fix the problem?



-----

-----

-----

-----

-----

-----

# 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?



-----

-----

-----

-----

-----

-----



# **UNIT 3**

## **SESSION 1-6**

### **REFLECTION PROMPTS**

---

# SESSION 1

How would you tell someone about my block?



-----

-----

-----

-----

-----

-----

-----

-----

When do you use My Block?



-----

-----

-----

-----

-----




-----

-----

-----

# SESSION 2

How do you tell a friend about broadcast?

-----

-----

-----

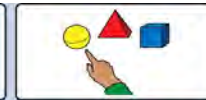

-----

-----

-----

-----

When do you pick when things are done in a project?

-----

-----

-----

-----

-----

-----

-----

When do you use broadcasting?

			
-------------------------------------------------------------------------------------	-------------------------------------------------------------------------------------	-------------------------------------------------------------------------------------	-------------------------------------------------------------------------------------

-----

-----

-----

-----

-----

-----

-----

# SESSION 3

How is the stage like sprites?



-----

-----

-----

-----

-----

-----

How is the Stage different from sprites?



-----

-----

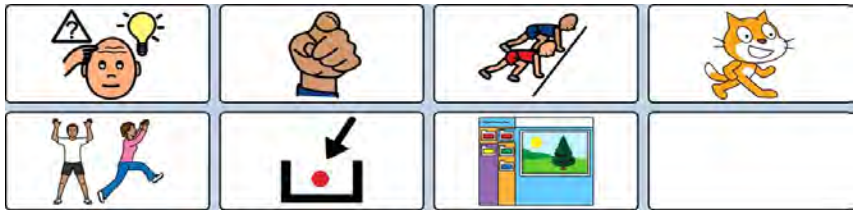
-----

-----

-----

-----

How do you start a sprite's actions in a scene?



-----

-----

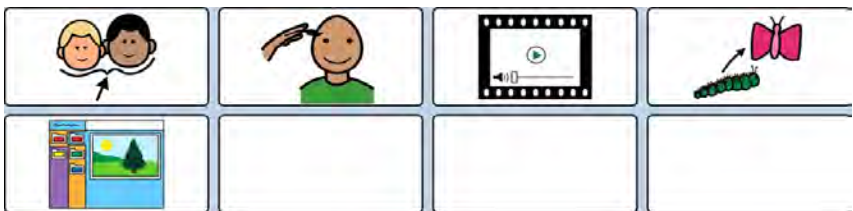
-----

-----

-----

-----

We know that videos change scenes.



-----

-----

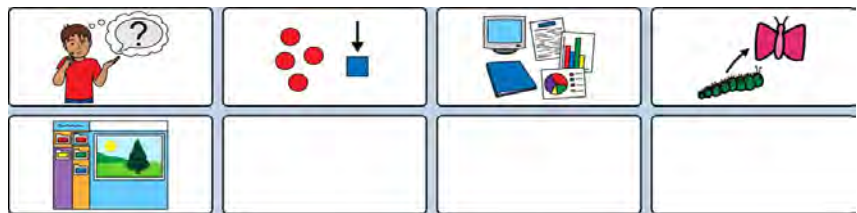
-----

-----

-----

-----

What other kinds of projects change scenes too?



-----

-----

-----

-----

-----

-----

-----

-----

# SESSION 4

What was the problem?



-----

-----

-----

-----

-----

-----

How did you find the problem?



-----

-----

-----

-----

-----

-----

How did you fix the problem?



-----

-----

-----

-----

-----

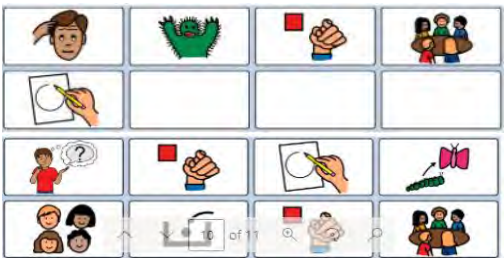
-----

# SESSION 5

What do you think remixing is?

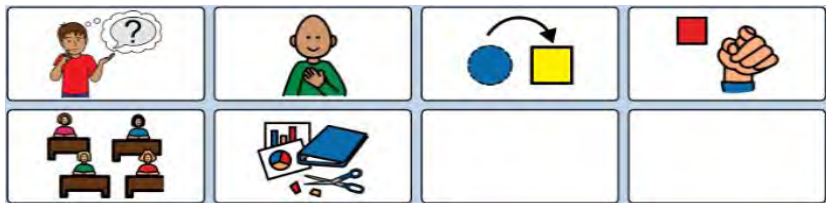


Think about the creature your group drew. How was your work changed by other people in your group?



# SESSION 6

How did it feel to remix your classmates project?



-----

-----

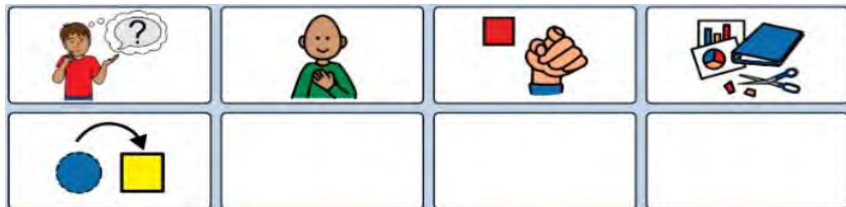
-----

-----

-----

-----

How did it feel to have your project remixed?



-----

-----

-----

-----

-----

-----

When have you seen reusing and remixing at home or school?



-----

-----

-----

-----

-----

-----



# **UNIT 4**

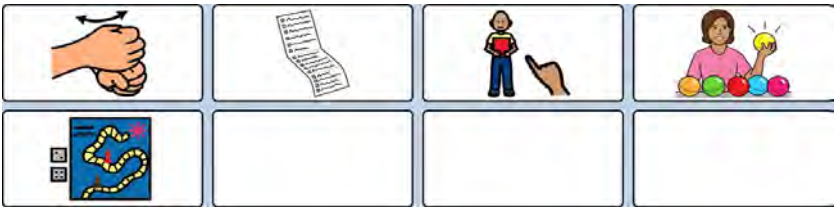
## **SESSION 1-6**

### **REFLECTION PROMPTS**

---

# SESSION 1

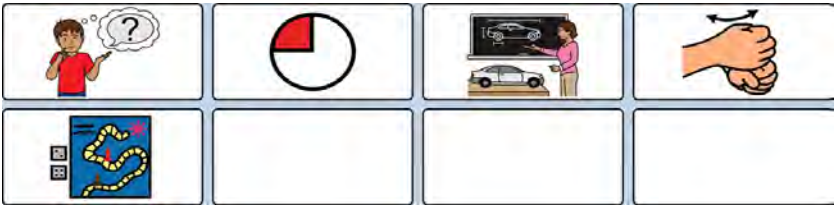
Make a list of your favorite games.



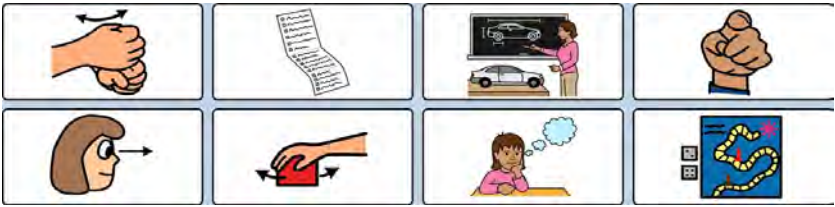
What parts of the games are the same?



What parts of their design make them a game?



Make a list of design elements (what you see or use) for your dream game.



# SESSION 2

What was hard to do when you made your game?



-----

-----

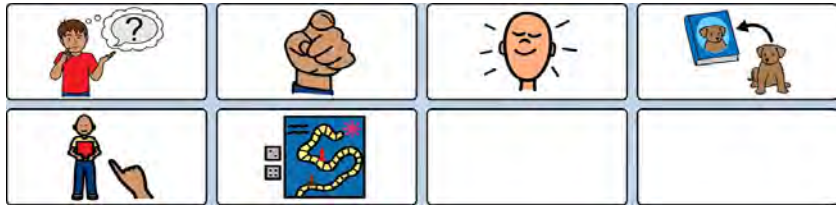
-----

-----

-----

-----

What are you proud of about your game?



-----

-----

-----

-----

-----

-----

# SESSION 3

How would you tell a friend about a variable?



-----

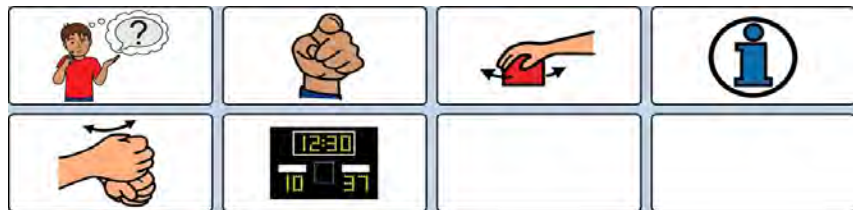
-----

-----

-----

-----

How did you use the variable to make your scoreboard?



-----

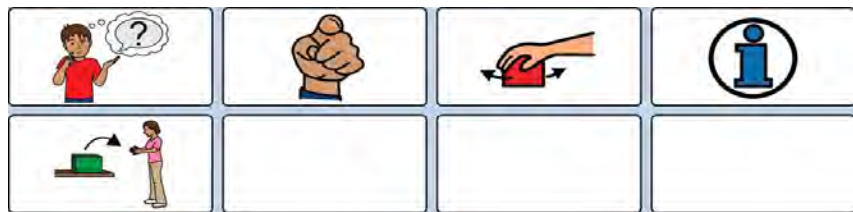
-----

-----

-----

-----

What do you use variables for?



-----

-----

-----

-----

-----

# SESSION 4

Which extensions did you add to your project?



-----

-----

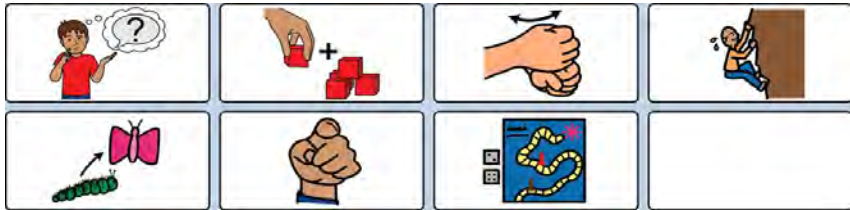
-----

-----

-----

-----

How did adding the extension change your game?



-----

-----

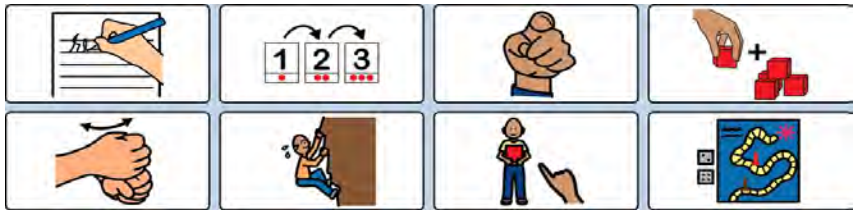
-----

-----

-----

-----

Write the steps for how you added the extensions in your game.



-----

-----

-----

-----

-----

-----

# SESSION 5

Which puzzle did you solve?

What was your way for solving the puzzle?

Which puzzle made you think about your game project?

# SESSION 6

What was the problem?

How did you find the problem?

How did you fix the problem?

# **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?