

# Intro To Un\*x Systems and Bash Scripting: Lesson Reflection

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I was a little skeptical of the rigidity of the BOPPPS model initially whoever after finishing developing the lesson and receiving feedback I see it's value. I have never spent that much time preparing a lesson beforehand, preferring to create and revise lessons on the fly. I probably shouldn't be that surprised that any extra level of organization will help improve over that. However I have actually come to believe the BOPPPS model provides more than just any lesson plan that would improve organization. In particular I think identifying learning outcomes and giving an overview of what they are in the bridge is a great way to start a lesson that assures students of what is trying to be accomplished and that their time is not being wasted. It also inspired me to structure my lesson into clearly divided sections that distribute learning outcomes and provide assessment for them at the end of each section, which is a technique that may be too structured for some lessons but was very effective for this one. If I were to improve upon the lesson, I would supplement the lesson by making a more sophisticated pre-assessment that identifies what pre-existing knowledge is required and providing resources for learning that knowledge. I would also have a better summary at the end of each section with a list of key commands (thanks for my partner for providing this suggestion as feedback, it's a great idea).