Meeting Minutes

5th September 2017

Deadlines:

- Reach final design alternatives + user testing (Due Saturday)
- Summary of results (Due Monday night)

Tutor/Lecturer Feedback:

- Research into the current school curriculum

Brain storm of survey Questions to test out designs/wireframes

Blue text - quantitative data → to graph and stuff

Teacher Survey

- Do you teach programming within your classroom?
- What is the current system you use to teach computing/programming?
- What do you like about the current method?
- What don't you like about the current method?
- What would you change about the current method?
- How often do you teach students computing/programming? (how many hours/wk)
- What kind of support would they like? E.g. what kind of learning material they need in order to learn themselves?
- What level of control do they want the system to have?
- What sort of tools do you use to teach?
- How many computers are in your classroom?
- And do you have a main display for all the students to see?
- How big is the class that you teach?
- What size of student groups work best?
- Why does that size work so well?
- How long do they want the lessons to be
- What's the best way to deliver the content e.g visually? More written material?
- Do you currently set homework after your programming lessons? If not would you like this feature?
- Do you find programming relevant/do you think it should be taught
- What's the best reward system for the students? E.g. points, badges, map ….

Student Survey

- Do you enjoy working with computers?
- What's your favourite classroom activity?
- What do you do in this activity?
- Do like working in groups or by yourself?
- What year are you in?

- Do you already know how to code? E.g. Computing club
- Do you have access to a computer and the internet at home?
- Do you learn best from hands on work or from a book?
- Are you competitive?