2(4 GUYS + 3)

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Assignment: Peer Programming

The following code should check your guess against the answer and print that it is too low, correct, or too high. However, the code has errors. Fix the code so that it compiles and runs correctly.

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```
2  {
3      public static void main(String[] args)
4      {
5          int guess = 7;
6          int answer = 9;
7          if guess < answer)
8              System.out.println("Your guess is too low);
9          else if (guess = answer)
10             System.out.println("You are right!");
11         else
12             System.println("Your guess is too high");
13     }
14 }
15
```

Activity: 3.11.3 ActiveCode (ch5Ex2q)

Organization of Peer Programming would work on this activity:

Students can work together on this assignment, discussing:

1. How the code works

2. What errors are there and how to correct them (if any)
3. What else can be added to the code to improve on it (if anything)
4. Students will receive a rubric for this assignment (see section on "Dead weights and Know it Alls")
5. Students will get up to 15-20 minutes to complete this activity
6. After this part of the activity is over, the teacher will reconvene the entire class as a whole group and go around the room from group to group, asking students what they did and what they thought about what improvement was necessary to make the code workable.

Benefits:
- Fewer mistakes and bugs.
- Increased code quality.
- Faster understanding of the code.
- Improving the morale of students.

How well it is working: Teacher observations, student check ins, students providing feedback on Padlet to other students.

What to do about dead weighs and know it alls:
- A rubric that has 3 components (Individual, Group, Collaboration).
- Create roles that work symbiotically with each other so that the assignment cannot be complete until both roles are complete.
- A place for students to critique their partners anonymously.

Instructions/Guidance:
- Set expectations from the beginning that collaboration is something that will be graded and keep up with grading frequently.
- Regularly get student feedback and critiques of partners in consideration when forming new groups.
- Change groups often with various skill levels.
- Create roles that are general enough to use for all projects.
- Keep the main idea and expectations visible in front of class at all times so that they can be referred back to throughout the class.

What long term goals does this support and how?

Students will be comfortable working with groups where they do not know the members. This has long term effects because most career positions require collaboration. There are very few jobs out there anymore where you work alone. The teacher should make a point to remind students of this to students often so they see the benefit of group work even if they don't appreciate it. Secondly, it will build a sense of community within the classroom.