P5 - Unit 1 - Lesson 10 - Self Reflection and Peer Review

Vocabulary

JavaScript
Function
parameter
argument
canvas
JavaScript
Pixels
Hue
Saturation
Brightness
Transparency
Alpha
RGB
Vertex/Vertices

Warm Up:

If you could say something important to the whole world about your background, what would it be? Why is it important to you?

Mini Lesson:

How can we be sure our web page is successful?

Students will pre-plan their projects in a packet and will also be provided a rubric. They will build their projects and finally reflect on their projects 3-4 class periods

Work Period:

Use the handout that is provided in Google Classroom entitled Cultural Project Planning Packet.
We will use the packet pages for reflecting on our projects.
1. **Answer the questions on self reflection.**
2. **Use the page with the comments to help you if you need to debug your program ahd HTML/CSS.**
3. **Finally there are three boxes provided for you to get feedback from three classmates. You will go around the room and use the rubric to look at others web design and comment on their packet pages.**
4. **You will also get 3 of your classmates to comment on yours.**
5. **Finally you will use your comments on your packet to help you improve or correct anything you need to on your project.**

Assessment:

How were you able to refine your project?

Cultural Project Revision

Make sure that you look over your feedback and self reflection to be able to use it to revise your page where needed. Use the rubric to be sure to know what is needed.

Exit Ticket

**Closing/Exit Ticket: Question of the Day: Why do people create web pages?
Journal 3-2-1:**

3 - What are three topics you might be interested in creating a website about?

2 - What are two reasons you think someone might visit a website that you create?

1 - What's one thing you're most interested in learning about creating websites?