Lesson Topic:	#12_GameFair
Inquiry:	How do we give effective feedback?
CCSS:	
Objective:	In this lesson, Students will show off their finished games to the class. The class will operate as a game fair, where each student will display their game on their laptop at their desk. Their peers will have a few minutes to play the game, leave two comments via post-it notes (a glow and a grow) and move over to the next classmate's game.
Resources:	- Post-it notes - Class-set of Laptops

Agenda	
Starter:	➔ How do we give effective feedback?
Guided Practice:	➔ Go over the starter question as a class. ➔ Remind students with constructive feedback (glow/grow). **Game Fair Procedure** ➔ **1. Load the game on your computer.** ➔ **2. Move to the computer to your left** ➔ **3. Press start, and play the game for 5 minutes** ➔ **4. Refer to the prompts on your worksheet and leave one glow and one grows on a post-it note** ➔ **5. Move to the next computer.** ➔ **6. Continue until you return to your computer!**
Work Period:	➔ Use the timer to manage the fair ➔ Clarify any questions ➔ Help troubleshoot problems
Closing:	➔ What was one game that stood out to you?