

## AP Computer Science A Unit: Java Game Design with Processing



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| <b>Lesson Title</b> | <b>G11: Virtual Gallery Walk</b>   |
| <b>Objectives</b>   | <ol style="list-style-type: none"><li>1. SWBAT assess peers' projects and give constructive feedback.</li><li>2. SWBAT review feedback from their peers to improve their future project.</li></ol>   |
| <b>Standards</b>    | 9-12.DL.2<br>Communicate and work collaboratively with others using digital tools to support individual learning and contribute to the learning of others.<br>9-12.DL.5<br>Transfer knowledge of technology in order to use new and emerging technologies on multiple platforms.   |
| <b>Materials</b>    | <ul style="list-style-type: none"><li>● Google Slides</li><li>● VSCode</li><li>● Replit</li><li>● <a href="#">Padlet</a></li></ul>   |
| <b>Agenda</b>       | <ol style="list-style-type: none"><li>1. Students will move their program files from VSCode to Replit. <b>[15 min]</b></li><li>2. Students will post their repl link to Padlet and do a virtual gallery walk by playing each other's games. Then they will leave one Glow and one Grow (one complement and one general constructive feedback) for at least two posted games that they played. <b>[20 min]</b></li><li>3. After the gallery walk, students will review feedback from their peers. Then the teacher will have a few volunteers to share their reflection on their projects. <b>[5 min]</b></li></ol> |
| <b>Assessment</b>   | <ul style="list-style-type: none"><li>● Circulating the classroom while students do gallery walk</li><li>● Project - it will be collected</li><li>● Padlet - it will be reviewed for the comments</li></ul>  |