GENIUS HOUR FOR ICS4U

```
void setup() {
  location = "CEMC 2016 - Summer Conference";
  presenter = "Andrew Seidel";
}
```

IMPORTANT QUESTIONS

What is genius hour?

Why implement it in class?

Why the ICS4U course?

WHAT IS GENIUS HOUR?

Genius hour (aka 20% time), is meant to allow students a break from the regular curriculum in order for the student to learn whatever *they* want to learn about. It does *not* have to be related to the curriculum in any way.

Short 4 minute video

WHY IMPLEMENT IT IN THE CLASSROOM?

- Autonomy
- Mastery
- Purpose

ICS4U CURRICULUM

In the ICS4U curriculum there is a lot of leniency towards using genius hour while still hitting curriculum expectations.

Let's delve deeper into this section

ICS4U CURRICULUM

Big Ideas:
- B1: Manage software development process through: planning, development, production, and closing
- B2: Apply standard project management techniques in the context of a student-managed team project

ICS4U CURRICULUM

Section B:

- B1.1: Create software plan
- B1.2: Develop software product related to plan
- B1.3: Produce software according to specs
- B1.4: Use appropriate project management tools
- B1.5: Close the project out
- B1.6: Review management of project
- B1.7: Use source code management tools
- B2.1: Contribute as a team member to the project
- B2.2: Meet project goals, timelines, etc.
- B2.3: Reflect on team and individual goals

THE PROJECT

Allows:

- the students to demonstrate section B of the curriculum
- the students to choose their own projects
- teachers to assess and evaluate a good chunk of the curriculum *Is this necessary?*

THE PROJECT...

and

EXAMPLES...