

Student A Instructions

1. Introduce yourself as the "Checker."

- Say: *"Hi! I'm going to ask you to draw something. You will have just 10 seconds to draw it. When I say STOP, put your pencil down. I will then analyze your drawing and provide you feedback."*
- Confirm that Student B understands these instructions.

2. First Drawing

- Say: *"Draw an outline of a shoe in the first box on your sheet. You have 10 seconds, starting NOW!"*
- Use the classroom clock or count to approximately 10 (seconds) in your head, then say STOP!
- Look at the first box.
- Say: *"Hmm, this doesn't look real yet."*

3. Second Drawing

- Say: *"Try again in the second box. Make it look more like a real shoe."*
- Use the classroom clock or count to approximately 10 (seconds) in your head, then say STOP!
- Look at the second box.
- Give Student B the following feedback (be kind and encouraging):
 - *"It's better, but it's still not quite right. It needs more details, like:*
 - *a sole*
 - *laces*
 - *a logo*
- Say, *"Let's try one more time!"*

4. Third Drawing

- Say: *"Draw a shoe in the third box. This is your last chance! You have 10 seconds. Go!"*
- Use the classroom clock or count to approximately 10 (seconds) in your head, then say STOP!
- Look at the final box.

5. Compare and Reflect

- Say: *"Great! Let's compare all three drawings and see how the third one looks compared to the first!"*
- Ask the student which looks best and to explain why.
- Say: *"You learned from my feedback, just like how machines learn from practice and feedback."*