/////////sfsdfsdfdsdsffdsdsfdsfsfdfdsfdssfdfdsdfsdfsfdsfdsfdsdfdfsdsfsddfssdffdfdsfdsStudent reflections on 20%time idea

Extending learning on my own is important. It teaches students to be resourceful and test and look for solutions on their own. Taking learning into my own hands means that there are no guidelines I must follow, and it gives me lots of creative options to pursue as I learn on my own. There are lots of possibilities for learning when it is directed only by the creator's mind, and two people who both have similar ideas in the beginning may have different creative directions and different final products.

The idea of extending our learning on our own is exciting because then we can work at our ownpace and not be heldback or left behind.

It is an interesting challenge. It requires you to be motivated. You will aalso need to be more creative than just following instructions.

I think that doing so will help us learn resposibility and it will let us take things that truely interest us and will motivate us to continue working and give it our best effort.

I think it is very good because it is fasinating how people can make things taht are made of cheap objects like carboard. IT allows me to make things that I thought I would never be able to make

You can learn from experience. It's a thing. I learn better from experience, then from a person lecturing me for forty minutes. I really like the idea... and we might become famous from making an awesome game (hint, hint, me!) You can remember the same learning experience better doing it myself, because it's dug in my mind, and I won't forget it because it's an experience, not a lesson ~summernaru

xxxmlgquickscopesxxx 3 days ago :
Project Spark appeals to me the most because I have an xbox one that I am comfortable with and I think that this would be more enjoyable to me because I would love to design games on the xbox one.
I will read how to design a virtual game on project spark and then I will use the tools given in order to make my game.

It might be a little difficult, but youtube helps a lot when it comes to game tutorials. It will be fun, but a little challenging and in the end it will be worth it.

wingyun 2 days ago :

The product that appeals to me the most is Project Spark because the graphics are beautiful. With this tool, I can try to create a game thats similar to the Legend of Zelda. Some of the graphics and designs are kind of similar to Zelda's style. The idea of extending my knowledge on my own is a good idea. This allows me to remember what I have learned much faster because they are my methods of learning. It also forces me to work on the tool more to understand how it works.

gollumt:I think the 20% time is a great idea becuase now I am able to choose what I want to do in this class and this might give me more motivation towards working hard and accomplishing what is needed of me.

asok14 4 days ago :
I have previously used project spark so that would be interesting
An rpg sort of game would be really cool
If people didnt expand their learning and making nothing new would be invented so its really good

c9 lolking 4 days ago :
I want to use Disney Infinite to create my Maker Moment project. I want to create a TPS where you play as a character with special abilities and guns to save some kind or discover some kind of object. I think the idea of taking your own ideas to put in front of you and take learning into your own hands really opens up the childs ability to think big. It helps a child use his/her own imagination to think about what they want to do to learn and how they want to learn, by video, by research, by lessons and much more. Like if you want to do something and you don't know how, you have to do all the learning by yourself.

sanictehhedgfox about 9 hours ago :
I feel like Disney Infinity or Project Spark is the project I want to embark on.
I feel like I want to make a adventure-action game with a lot of moving and chances to run around and a lot of action using the elements available.
I feel like when I learn about something on my own, as long as it is something I want to learn about, I will work pretty hard at it, and learn about it extensively.

doctorswag
The MakeyMakey appeals to me the most
I've seen the TED episode about it in Ceder Hill in Computers class. I always thought it was really cool, and something neat to try.
Im really excited about starting something like this, it sounds really awesome.

gohawks0223 about 3 hours ago :
I have decided to do the Raspberry Pi. I thihnk the project will be cool because I will be able to program certain things. This is an area of computing that I am not that familiar with, so I think it would be cool to do it myself so I can learn more

I would like to create something with Oculus and create a setting that would explain a historical event and how people lived and accomadated during the Civil war. I would do this so i could learn what would go on back then and that would be very informing

I like the OUYA best because it allows us to take games we made and play them on a professional console.
I think I would build a TPS/Payload kind of game with two teams and a cart that oen team has to push.
Personally I can't wait for the phasing of video games and tech into learning. Public schools need the skill and pace specialization that this can offer.

Watch it Build it Ideas / Reflections

https://www.youtube.com/watch?v=dcO-9scGvJs

I would like to do the oculus rift and create a cool room that I can use as virtual reality. I want to use the oculus because I love virtual reality because I have seen many videos of it and I really want to experience it too.

I chose this activity because virtual reality has become so much more popular thanks to the oculus rift. It would be very cool to experience using this because everybody has told me about it and I have seen videos of gameplay on the oculus rift and the rooms/games people create are just astonishing. I would love to create my own unique room because that would be really cool to think to yourself that you created your own virtual reality room.

https://www.youtube.com/watch?v=ZJpPOBxenks

I'm going to try to create quests for my game. I will use project spark to create simple quests that give small rewards when completed. I chose this activity because I will recreate a Legend of Zelda game. All Zelda games have small quests. Interacting with the players unlock quests and moves the story forward. The more quests I make, the more the story and the game structure will be similar to a Legend of Zelda game.

https://www.raspberrypi.org/help/quick-start-guide/
https://www.raspberrypi.org/documentation/usage/python/README.md

The project I chose to recreate through 'watch it build it' was programming python to say me name and age in rasberry pi. I found it really cool to try and do this. I have always been interested in progamming, so this was something I could that was awesome.