



Virtual Asynchronous

Students continue to work individually on their projects. After a given amount of time, students can share their work on a slide in a shared slide deck and leave feedback on other people's work. It's ok if apps are not fully complete at this point. Students should leave feedback on at least two other projects.

After the feedback stage is over, students pick one improvement to focus on and write about it in their Planning Guide.

Teacher Prep: Create and share a slide deck for students to share projects and collect feedback.

Sample: [CSP U3L9 Project Feedback slide deck](#)

Activity Guide: [CSP U3L3 Individual App Development Planning Guide](#)



Virtual Synchronous

If Breakout Rooms are available, match students with the project partners so they can continue to work on their projects. If they are working individually, make sure they continue to use the [Group Project Programming Guidance](#) doc to facilitate the process.

Bring students back together to discuss the Feedback Process. Divide students into Breakout Rooms with two to three project groups in each room. Students can take turns sharing their screens and talking through their projects, and then collecting feedback.

If Breakout Rooms are not available, continue to follow the Asynchronous guidelines.

Teacher Prep:



Socially-Distanced Classroom

Follow the guidance for Virtual Synchronous, placing students in their own calls with a partner as they work.

Teacher Prep:

