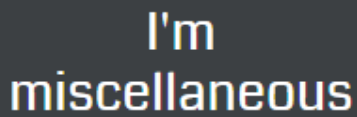


# AllStarCode\*

## *Miscellaneous Activities*

### Purpose:

Break down and explain Miscellaneous activities in detail. Miscellaneous activities are unique in that they are time blocks where the activity is loosely defined. There's no activity or project for each individual break or Wiggle Room. Thus, it's important that they're defined so you know what their intended use is.



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### Lunch & Breaks:

Lunch & Breaks are grouped together because they're similar and pretty self-explanatory. Breaks are a time to take a pause from working hard, and just loosening up. Students usually do whatever they feel like, whether it be stretching, watching a video on their own, etc... **The only thing they can't really do is leave**, as breaks are usually only about 15 minutes. Lunch is similar, it's a time to eat, and do whatever you want. Lunch is always 1 hour long: no more, no less.

### Wiggle Room:

Wiggle Room is still instructional time, but unlike normally scheduled activities, it's largely up to each instructional team to decide how to spend it. **That decision is based on observing students' needs.** If students are having trouble with a certain topic, you can spend some time going over that again, or ask the students what they want to go over (be mindful that this may lead to wasting time deciding. Try the classic "show of hands if you want to go over X or Y." Ultimately though, it's just extra instructional time based on your observations of what your students need.

### Project Demos:

There's an initial lecture on Project Demos in Week 4, and it reviews how to demo projects. You'll notice that after this lecture, at the end of every project block, students demo their projects in front of their peers. This is in preparation for Demo Day, and designed to help students get more comfortable with public speaking and preparing presentations. The tone should be respectful, everyone should pay attention, and students should treat others as they would want to be treated.

**Free Time:**

New and somewhat experimental. It's similar to Wiggle Room in that it's up to you, the instructional team, to decide what to do. *But*, unlike Wiggle Room, this time does *not* have to be purely instructional. Again, these blocks are based on responding to student needs. They may need a deep dive on that week's Core Skill, or a group activity. They may need some fresh air or a break. We definitely advise against lounging around.

**Office Hours:**

Everyday from 4-5, and designed as extra time for students to get help or clarification from the instructional team, or to continue working on a project as a group. This is time for them to decide what to do and have more individualized support of the awesome instructional team. You should encourage them throughout the day to stay for office hours if they need extra help with a certain task or concept, or if they had a lot of questions they wanted answers to. Office hours would be where they can get those answers, get that extra support, or anything else they feel they need.