SHOWCASE

OBJECTIVES
By completing this activity, students will:
+ share their final projects with others and reflect on their overall design process and computational creation experiences

ACTIVITY DESCRIPTION

Create a celebratory mood in the space by inviting guests, playing music, hanging decorations, and/or providing snacks.

Optionally, use a projector and screen to display projects.

Invite students to share their final projects and discuss their design processes with others. Optionally, make student progress visible by having design notebooks and prior projects available.

Give students time to reflect on all of their creative computing experiences by reviewing their design journals and responding to the reflection prompts in their design journals or in a group discussion.

RESOURCES

- projector and screen for presentations (optional)

REFLECTION PROMPTS

+ Look through your design notebook. What types of notes did you take?
+ Which notes were most helpful?
+ What has been your favorite Scratch project to work on so far? Why is it your favorite?
+ What do you want to create next?

REVIEWING STUDENT WORK

+ Did each team or individual have the opportunity to share their work and be celebrated?

NOTES

- Sharing can take place in a variety of ways: individuals presenting to the entire group, concurrent subsets of students presenting, live demos, accessing projects from the web, etc.
- Project portfolios, design journals, final project feedback handouts, and final project reflection handouts are a few (of many different possible) types of artifacts that may be collected for assessment purposes. (See Appendix.)

NOTES TO SELF

- __________________________
- __________________________
- __________________________
- __________________________
SHOWCASE REFLECTIONS

+ Look through your design notebook. What types of notes did you take?

+ Which notes were most helpful?

+ What has been your favorite Scratch project to work on so far? Why is it your favorite?

+ What do you want to create next?