UNIT 6 ACTIVITY

DESIGN SPRINT

SUGGESTED TIME
45–60 MINUTES

OBJECTIVES

By completing this activity, students will:

+ use computational concepts and practices to further develop a Scratch project of their choosing

ACTIVITY DESCRIPTION

- ❑ Introduce students to the concept of a design sprint, which is a specified amount of time dedicated to working intensely on developing projects.
- ❑ Ask students to write down goals for this session using the Project Check-In activity or by responding to the reflection prompts in their design teams or in their design journals. Give students their completed Project Planning, Project Feedback, and Unfocus Group handouts to guide them in reflecting on original project goals and to encourage them to make plans for refinement based on feedback.
- ❑ Give students self-directed time to work on their projects. Introduce and distribute additional support resources as needed. In addition to peer support, having a collection of readily-available support resources can help students continue to make progress. Sample projects on the Scratch website (http://scratch.mit.edu) can provide ideas, and additional resources can be found on the ScratchEd website (http://scratched.gse.harvard.edu).
- ❑ Optionally, ask students to post their project drafts in a class studio.

RESOURCES

- ❑ additional resources (e.g., sample projects, handouts, Scratch Cards, craft material)

REFLECTION PROMPTS

+ What part of your project will you be working on today?
+ What might you need help with in order to make progress?

REVIEWING STUDENT WORK

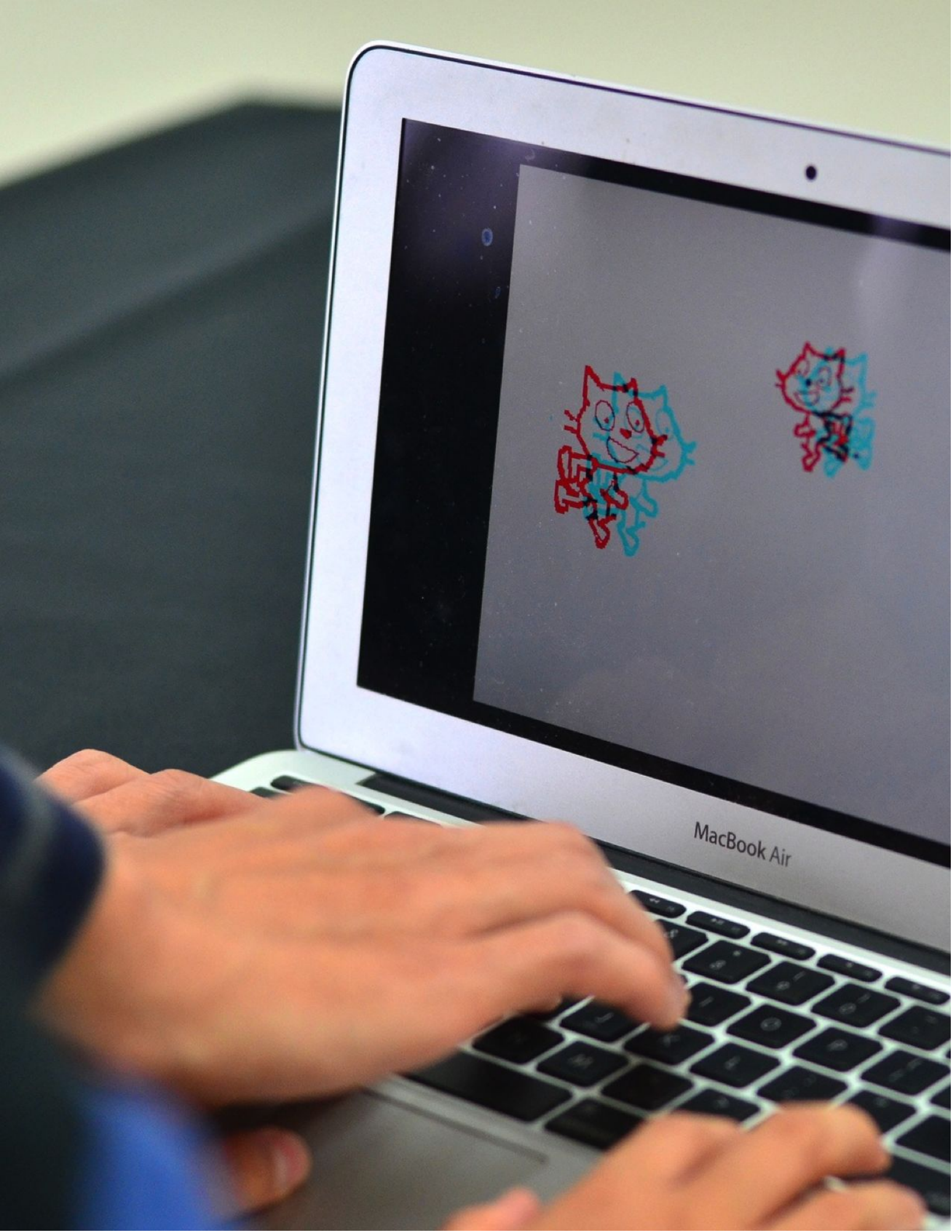
+ Are individuals or groups making reasonable progress?
+ What feedback or suggestions do you have for the projects?

NOTES

+ All design activities are constrained – by time, by resources, by our own abilities at a given moment – and compromises may need to be made. The open-ended designing sessions are a great opportunity to have conversations with students about the essential elements of their projects. What are the most important aspects of the projects? What can reasonably be accomplished in the remaining time?

NOTES TO SELF

- ❑ _____
- ❑ _____
- ❑ _____
- ❑ _____


MacBook Air

UNIT 6 REFLECTION

DESIGN SPRINT REFLECTIONS

NAME: _____

RESPOND TO THE FOLLOWING REFLECTION PROMPTS USING THE SPACE PROVIDED BELOW OR IN YOUR DESIGN JOURNAL.

+ What part of your project will you be working on today?

+ What might you need help with in order to make progress?