

# ROUND TWO

 SUGGESTED TIME  
45-60 MINUTES

## OBJECTIVES

By completing this activity, students will:

- + have the opportunity to create a self-remix of past work or spend time on a unit activity that was previously skipped or not completed

## ACTIVITY DESCRIPTION

- Optionally, have the activity handouts from Units 0-5 available to guide students.
- Give students self-directed time to:
  1. reimagine or extend a past project by creating a self-remix: a remix of one's own project.
  2. revisit and work on a previous unit activity that was either skipped or not completed.
- Encourage students to share their self-remixes or activity outcomes with one another. We suggest using pair-share or design demo.
- Invite students to think back on the design process by responding to the reflection prompts in their design journals or in a group discussion.

## RESOURCES

- Units 0-5 handouts

## REFLECTION PROMPTS

- + Why did you choose that project or activity to work on?
- + What would you do if you had more time?

## REVIEWING STUDENT WORK

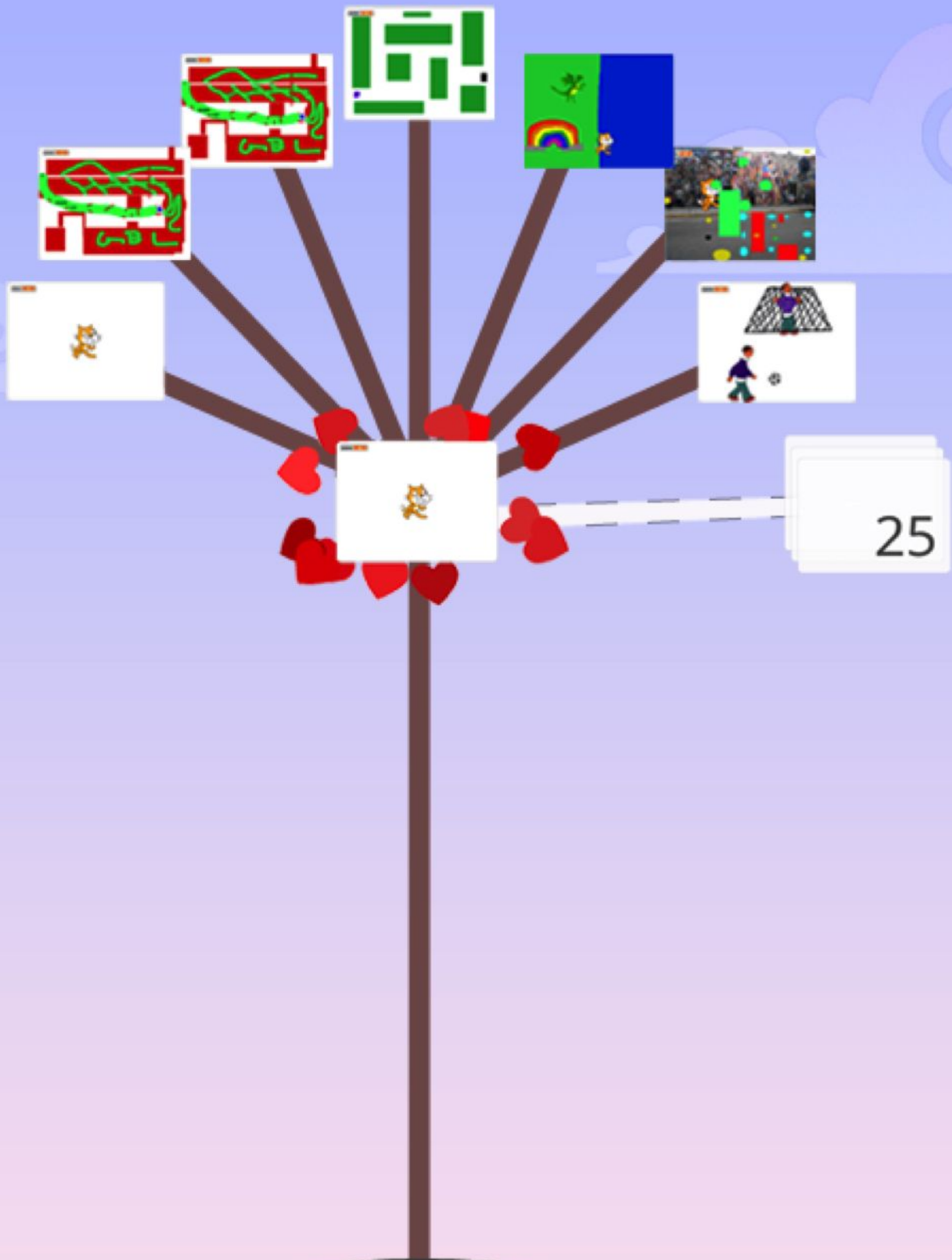
- + Did students create self-remixes or work on activities?
- + What did you learn about your students' interests?
- + What further support might your students need?

## NOTES

- + Invite students to review their design journals and Scratch profiles to reflect back on previous work and activities.
- + Encourage students to review their Unit 1 My Studio inspiration projects for ideas.

## NOTES TO SELF

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