ROUND TWO

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

+ ______________________________________________________
+ ______________________________________________________
+ ______________________________________________________
+ ______________________________________________________
ROUND TWO REFLECTIONS

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

+ Why did you choose that project or activity to work on?

+ What would you do if you had more time?