KNOW WANT LEARN

◑ SUGGESTED TIME
30–45 MINUTES

OBJECTIVES

By completing this activity, students will:

+ reflect on past projects and experiences
+ self-assess current knowledge and learning goals
+ pursue personal learning interests in a self-directed research activity

ACTIVITY DESCRIPTION

❑ In this self-directed learning activity, students will reflect on current understandings and build new knowledge based on their interests. Optionally, have the Know Want Learn worksheet available to guide students.

❑ Ask students to reflect on what they know already and what they want to know next about Scratch and creative computing. Guide students in answering the first two reflection prompts in their design journals or using the Know Want Learn self-assessment worksheet. Next, give students time to pursue learning interests from their "What do you want to know?" responses. Finally, have students respond to the third and fourth reflection prompts in their design journals or using the Know Want Learn worksheet.

❑ Help students share their reflections and learning interests with one another. We recommend peer interviews: divide students into pairs and have them take turns interviewing one another about their processes of reflection, self-assessment, and research.

RESOURCES

❑ Know Want Learn worksheet
❑ Scratch Wiki
http://wiki.scratch.mit.edu
❑ Scratch Discussion Forums
http://scratch.mit.edu/discuss
❑ Scratch FAQ
http://scratch.mit.edu/help/faq

REFLECTION PROMPTS

+ What do you know?
+ What do you want to know?
+ What did you learn?
+ What were your strategies for investigating what you wanted to know?

REVIEWING STUDENT WORK

+ Were students able to learn what they wanted to know?
+ What strategies and resources did they employ?

NOTES

+ Help students find and use other resources during their research such as leveraging knowledgeable peers, posing questions to family members and friends, or posting a question in the Scratch discussion forums.

NOTES TO SELF

❑ _____
❑ _____
❑ _____
❑ _____

KNOW WANT LEARN

NAME: _____

What do you know about creative computing & scratch? What do you want to know next? This activity is an opportunity for you to consider which areas of Scratch you feel comfortable navigating (What do I know?) and which areas you would like to explore further (What do I want to know?). Use different resources around you to investigate what you want to know, and then share your findings (What did I learn?).

WHAT DO I KNOW?

Reflecting on your design experiences so far, write down what you know about Scratch and creative computing.

WHAT DO I WANT TO KNOW?

Based on your personal interests, generate a list of things you want to find out more about or discover next.

WHAT DID I LEARN?

Gather resources to investigate items from the list you created above, and then share what you learned from your research.