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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