

# MY DEBUG IT!

 SUGGESTED TIME  
15–30 MINUTES

## OBJECTIVES

By completing this activity, students will:

- + become more fluent with computational practices (experimenting and iterating, testing and debugging, reusing and remixing, abstracting and modularizing) by designing a debugging challenge

## ACTIVITY DESCRIPTION

- ☐ Optionally, have the My Debug It! handout available to guide students during the activity.
- ☐ Give students the opportunity to create their own debugging challenge for others to solve. Bugs can focus on a specific computational concept, Scratch block, interaction, or some other programming challenge. Encourage students to take inspiration from their own experiences of getting stuck and unstuck while developing Scratch projects.
- ☐ Let students swap and try testing and debugging one another's buggy projects. Optionally, have students add their debug-it program to the My Debug It! studio or a class studio.
- ☐ Ask students to reflect back on their problem-creating approaches by responding to the reflection prompts in their design journals or in a group discussion.

## RESOURCES

- ☐ My Debug It! handout
- ☐ My Debug It! studio  
<http://scratch.mit.edu/studios/475637>

## REFLECTION PROMPTS

- + What was the problem?
- + Where did your inspiration come from?
- + How did you imagine others investigating and solving the challenge?
- + Did others have alternative approaches to finding and fixing the problem than what you expected? What were their strategies?

## REVIEWING STUDENT WORK

- + Do projects include a debugging challenge to solve?
- + What different testing and debugging strategies did students employ?

## NOTES

- + Remind students to include a challenge description in the notes of the project page on the Scratch website.
- + Got extra time or need a warm-up activity? Let students exercise their problem-seeking and problem-solving skills on other contributed debug-it programs in the My Debug It! studio.

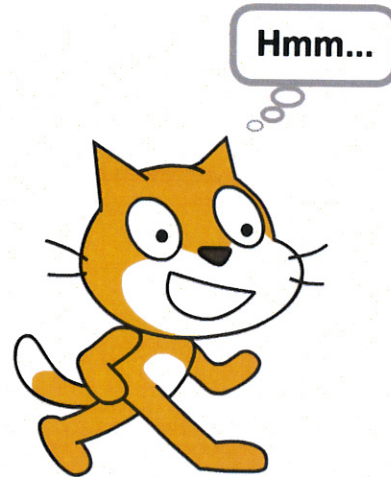
## NOTES TO SELF

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# MY DEBUG IT!

IT'S TIME TO DESIGN YOUR OWN DEBUG IT PROGRAM. WHAT WILL YOU CREATE?

In this activity, you will create your own Debug It! challenge for others to investigate, solve, and remix.



## START HERE

- ☐ Reflect back on the different kinds of bugs you've encountered in creating and debugging your own projects.
- ☐ Generate a list of possible debugging challenges you could create. A Debug It! can focus on a specific concept, block, interaction, or some other programming challenge.
- ☐ Build your Debug It! program.

## PLANS FOR MY DEBUG IT!

## NOTES TO SELF

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## FINISHED?

- + Add your debugging challenge to the My Debug It! studio: <http://scratch.mit.edu/studios/475637>
- + Swap Debug It! programs with a neighbor and try to solve each other's buggy programs.
- + Help a neighbor.
- + Try debugging other programs in the My Debug It! studio.