

SHOWCASE



SUGGESTED TIME
45-60 MINUTES

OBJECTIVES

By completing this activity, students will:

- + share their final projects with others and reflect on their overall design process and computational creation experiences

ACTIVITY DESCRIPTION

- ☐ Create a celebratory mood in the space by inviting guests, playing music, hanging decorations, and/or providing snacks.
- ☐ Optionally, use a projector and screen to display projects.
- ☐ Invite students to share their final projects and discuss their design processes with others. Optionally, make student progress visible by having design notebooks and prior projects available.
- ☐ Give students time to reflect on all of their creative computing experiences by reviewing their design journals and responding to the reflection prompts in their design journals or in a group discussion.

RESOURCES

- ☐ projector and screen for presentations (optional)

REFLECTION PROMPTS

- + Look through your design notebook. What types of notes did you take?
- + Which notes were most helpful?
- + What has been your favorite Scratch project to work on so far? Why is it your favorite?
- + What do you want to create next?

REVIEWING STUDENT WORK

- + Did each team or individual have the opportunity to share their work and be celebrated?

NOTES

- + Sharing can take place in a variety of ways: individuals presenting to the entire group, concurrent subsets of students presenting, live demos, accessing projects from the web, etc.
- + Project portfolios, design journals, final project feedback handouts, and final project reflection handouts are a few (of many different possible) types of artifacts that may be collected for assessment purposes. (See Appendix.)

NOTES TO SELF

- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____

SHOWCASE



SUGGESTED TIME
45–60 MINUTES

OBJECTIVES

By completing this activity, students will:

- + share their final projects with others and reflect on their overall design process and computational creation experiences

ACTIVITY DESCRIPTION

- ☐ Create a celebratory mood in the space by inviting guests, playing music, hanging decorations, and/or providing snacks.
- ☐ Optionally, use a projector and screen to display projects.
- ☐ Invite students to share their final projects and discuss their design processes with others. Optionally, make student progress visible by having design notebooks and prior projects available.
- ☐ Give students time to reflect on all of their creative computing experiences by reviewing their design journals and responding to the reflection prompts in their design journals or in a group discussion.

RESOURCES

- ☐ projector and screen for presentations (optional)

REFLECTION PROMPTS

- + Look through your design notebook. What types of notes did you take?
- + Which notes were most helpful?
- + What has been your favorite Scratch project to work on so far? Why is it your favorite?
- + What do you want to create next?

REVIEWING STUDENT WORK

- + Did each team or individual have the opportunity to share their work and be celebrated?

NOTES

- + Sharing can take place in a variety of ways: individuals presenting to the entire group, concurrent subsets of students presenting, live demos, accessing projects from the web, etc.
- + Project portfolios, design journals, final project feedback handouts, and final project reflection handouts are a few (of many different possible) types of artifacts that may be collected for assessment purposes. (See Appendix.)

NOTES TO SELF

- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____

