Lesson 3.2: Collecting Feedback

Objectives

In this lesson, students will:
- ❖ Practice describing a Scratch project to others
- ❖ Experience giving and receiving feedback about a project
- ❖ Design ideas on how to improve a project based on feedback

Agenda

1. Presenting and Collecting Feedback	20 mins
2. Incorporating Feedback	20 mins
3. Wrap Up and Reflections	10 mins

Resources & Links

- ❑ None

Preparation

- ❑ Review the Starting my Own Band project
- ❑ Computers connected to the internet
- ❑ Print the reflection forms, one per student and the feedback form, one per team member minus one (unless you want students to fill out one for themselves).

1. Presenting and Collecting Feedback

Overview:

In this activity, students will present their 'Starting my Own Band' project to one or more students on their team. The viewers will then fill out a feedback form and the presenter fills out the reflection form.

Remind students that feedback should be constructive and helpful. Computer scientists are always asking users and customers for feedback so that they can improve a project or adjust it more to a user's liking.

Activity Description:

Form teams of 2-3 students. Each student receives one *Creator's Reflection Form* and one *Feedback Form* for each additional person on their team.

1. Within a team, students take turns presenting their project to the other students. During the presentation, they describe their project, describe the loops they used, and if it is an interactive project, how to interact with the project. They then run their project on the computer so that the other team members can see it.

2. The viewers fill out the feedback form.

3. Students then repeat this process with the next student until all students on the team have presented their project and all **Feedback Forms** have been filled out.

4. Students give their **Feedback Form** to each student whose project they reviewed.

2. Incorporating Feedback

Activity Description:

1. Students read and reflect on the feedback they received from their teammates and fill out the *Creator's Reflection Form.*

2. Students are encouraged to come up with at least one idea of how to change or add something to their project based on the feedback.

3. Students are given some time to incorporate the changes they came up with.
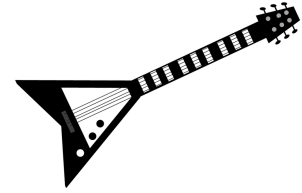
3. Wrap Up and Reflections

Reflection Points:
- What did you learn today?   - What was it like to give feedback?   - What was it like to receive feedback?   - What feedback did you receive to improve your **Starting my Own Band** project?

Feedback Form

Creator's Name: _____

Reviewer's Name: _____

Did the project sound like a band was playing music? (circle one) If you said "**not really**" or "**kind of**", why not?	Not really Kind of Yes Totally
Did the band have at least 2 instruments?	◯ Yes ◯ No
One or two things you really liked about the band	
One or two things you think could help the band	

Creator's Reflection Form

1.   What piece of feedback was most helpful to you? Why?

_____

_____

_____

_____

_____

2.   What piece of feedback surprised you the most? Why?

_____

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3.   Based on feedback, what changes can you make to your project?

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