

Lesson 5.6 & 5.7: Presentation to an Audience

Objectives

In this lesson, students will:

- ❖ Practice preparing a presentation about the design thinking process they experienced.
- ❖ Experience giving a presentation in front of an audience about work they created.

Agenda

Two Day Agenda:

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| 1. Introduction | 5 mins |
| 2. Student Activity: Prepare a Presentation | 30 mins |
| 3. Student activity: Presentations to an Audience | 40 mins |
| 4. Wrap Up and Reflections | 15 mins |

Preparation

- Projector and speakers for student demos
- Print the activity worksheet, one per team
- Materials (markers, large pieces of paper,..) or multimedia tools for student's presentations
- Optionally invite other students or parents for your student's presentations.

Resources & Links

- None

1. Introduction: Notes and Tips to Conduct the Preparation and Presentations

Overview:

In this lesson students prepare a presentation about their design thinking process, the project they came up with, challenges and what they learned. They then rehearse their presentation and present it to an audience . The audience can be the class or a set of other students or parents who have been invited ahead of time. Time allotted to each team will depend on how many teams you have and how much time you allow for preparation.

Preparation and Presentation:

During the preparation and presentation students answer a set of given questions. You can add or change these as appropriate.

You can optionally provide presentation materials such as markers, large pieces of paper, or Google Slides or other multimedia components if they are familiar with them.

To conduct the presentation, each team shares their Scratch project and gives you the project URL so that you can display it on your computer or laptop connected to the projector. It helps if each team hands you a piece of paper with their team number or name and the URL of their project. Ask students to have each team member review the URL to make sure it is correct as this can save much time during the demonstration. While teams are preparing their presentation, you can collect the URLs and open browser windows with each team's project ready to go.

2. Student Activity: Prepare a Presentation



Instructions to give to students:

Prepare a presentation that explains your team's process and decisions and prepare a demo of your final Scratch project. Your presentation should answer the guiding questions in the handout. You can use drawings in combination with your explanations if you like.

3. Student Activity: Presentation to an Audience

Tell students: Computer scientists need to be able to explain and show their projects, so it's time to show off your work!


Most everybody gets a little nervous when speaking in front of a group, so you are not alone if you get nervous when you present your project to an audience.

To make sure you capture your audience’s attention and they can follow along with you, here are a few tips to remember when you show off your project:

1. **Be prepared.**
Make sure you know what you are going to say, in which order and practice. Practice makes perfect!
2. **Make eye contact with your audience.**
People would much rather look at you than the top of your head if you are looking down.
3. **Speak loudly.**
People want to hear you and it can be frustrating if they can’t.

Students present their project in front of an audience explaining their design thinking process, answering the guiding questions, and giving a demonstration of their project.

4. Wrap Up and Reflections

|  Reflection Points |
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| <ul style="list-style-type: none"> ● What did you learn during the software development cycle? ● How did you make decisions on your team? ● What was it like working on a team? Which roles did you have and which roles did you like best? ● What was challenging about the experience from beginning to end? |

Student Activity Worksheet: Presentation Preparation

Your shared project URL:

Prepare a presentation that explains your team's process and decisions and prepare a demo of your final Scratch project. You can combine speaking with images.

Your presentation should include answers to these questions:

- 1) Who was your target audience, what information do you have about them?
- 2) What is your program about and why did you choose it for your target audience?
- 3) During the Design Thinking process, which steps did you have to go back to? For example, did you make changes to the prototype based on feedback, or did you have to get clarification from your target audience?
- 4) How did your team work together and how did you make decisions, for example, how did you decide which of your ideas to use for the final project?
- 5) What did you learn working in a group on a big project like this? What did you learn about creating something for someone else?
- 6) What was the most fun during this experience?
- 7) If you had more time what would you like to add to your product?

Other Ideas you could share:

How did you come up with the interview questions?

Anything else you would like to share?

What was challenging about this project?