Lesson 4.6: Software Development Life Cycle - Revise Based on Feedback

Objectives

In this lesson, students will:
- ❖ Revise their project based on feedback
- ❖ Prepare a presentation of their project to present to the class

Agenda

1. Overview	
2. Student Activity: Revise the Game Based on Feedback	20 mins
3. Preparing a Presentation	20 mins
4. Wrap Up and Class Discussion	10 mins

Preparation

- ❏ Print student activity worksheets, one per student pair

Resources & Links

- ❏ None

1. Overview

In this lesson students can take their reflections from the feedback received and make changes to their game.

2. Student Activity: Revise the Game Based on Feedback

Students have an opportunity to make changes to their game based on the feedback they received and their own reflections based on that feedback. Each team will want to prioritize making changes they believe will improve the player's experience the most.

Instructs students what to do and let them know they have approximately 20 minutes to edit their project.

3. Student Activity: Prepare a Presentation

In this activity, student teams will prepare a presentation so that they can present and demonstrate their games to the rest of the class.

Each team will address the questions in the worksheet during their presentation and add anything else they want to share about their project and their process of designing and creating the game.

If available to your class, allow students to use multimedia components such as Google slides or other means for their presentation. You may also want to make available other means for them to showcase their project. You will need to work out if each team shares their project and material for you to display or if each team will display from their own computer or laptop.

It is recommended that students draw or choose the order in which to present so that they can enjoy and pay attention to the other presentations.

Instruct students what to do and let them know they have approximately 20 minutes to prepare their presentation and demonstration.

You may want to collect the worksheets so that you can return them to students on presentation day.

4. Wrap Up and Reflections

Reflection Points:
● What changes did you make to your project based on the feedback you received?
● Do you believe the changes you made helped create a better player experience? Why?
● How did you and your partner decide which changes to make?

Student Activity Worksheet: Presentation

1. What is your game about?   Why did you choose this project?

2. What was the most challenging part of creating this project?

3. What was the most fun part of the experience?

4. How did you and your partner make decisions and how did you resolve things so that both of you were happy with a decision?