COOLEST PROJECTS

LET'S GET GOING!

This mentor plan is designed to help you support your young person or team through their Coolest Projects journey.

Each stage of the process is laid out on a separate page, with objectives and goals to remind you of what your creators need to do. There are also spaces for you to take notes and reminders to keep track of some of the details that your creators may forget (or lose!).

NAME

DATE

STAGE ONE: GENERATE IDEAS

Raspberry Pi Foundation

ACTIVITY

- Brainstorm project ideas (list, spider diagram, online research)
- Work through the idea generation worksheets
- Help young people think about what they have made already
- Discuss the six project categories and which they would like to enter
- Use the key dates to plan time for coding, presenting, and registering

OBJECTIVES

- Each young person or team has a project idea they are interested in making
- Creators register their ideas as draft projects at: rpf.io/coolest
- Have an outline of when creators should be ready to register their project

SKILLS DEVELOPED

- Idea generation and creativity
- Project design
- Time management and organisation

STAGE TWO: DESIGN AND CREATE

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ACTIVITY
- Remind creators of the ideas and designs from the first session
- Use the tools and languages they have experience with to start coding
- Begin with parts of the project creators know how to do
- If supporting a team, make sure they know what they are responsible for working on
- Note any things creators are trying to accomplish that they are unsure of
- Make sure creators know how to ask for support as and when they need it

OBJECTIVES
- Each young person or team has started coding their project
- You are aware of any areas creators might need support with
- Creators ask for support when they need it

SKILLS DEVELOPED
- Coding and problem-solving
- Awareness of their experience and areas of learning
- Confidence asking for support

STAGE THREE: TEST AND DEBUG

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ACTIVITY

- Creators continue coding the different parts of the project
- Check on teams to make sure members know their tasks and are supported
- Discuss common bugs and issues, either pre-emptively or as they arise
- At the end of the session, each young person or team gives a quick overview of their project and any work left to do

OBJECTIVES

- Each young person or team has developed their project further
- Teams are communicating effectively
- Bugs and issues have been resolved promptly
- Creators can briefly describe their project and know what is left to do

SKILLS DEVELOPED

- Coding, debugging, problem-solving, and iteration
- Communication and teamwork
- Presentation and written communication

STAGE FOUR: PRESENT AND REGISTER

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ACTIVITY

- Creators review and write out responses to the three registration questions
- Scratch creators finalise their project descriptions and make sure they answer the three questions
- All other creators practise presenting their project and take screen recordings of the code for their video
- Direct participants, parents, and guardians to the registration form

OBJECTIVES

- Creators have written their answers to the three questions
- Scratch creators have finalised their project descriptions
- All other creators have screen recorded their code and practised their presentation videos
- Participants, parents, and guardians know where to register their project

SKILLS DEVELOPED

- Self-awareness, reflection, and communication
- Presentation; planning, recording, and editing videos
- Descriptive writing and copy editing