

Lesson 17: Asphalt Art Project – Day 2

45 minutes

Overview

How will I implement my plans to create my program?

Students have designed a new class to create their asphalt art. In this lesson, students decide which classes and methods they have developed throughout the unit to use and their new class to create their design. Students reinforce software development skills and processes by participating in a code review to give and use feedback.

Agenda

Warm Up (10 minutes)

Software Engineers

Activity (30 minutes)

Development

Code Review

Wrap Up (5 minutes)

Project Reflection

Assessment (Optional)

Objectives

Students will be able to:

- Design a class to extend an existing class and implement a new method
- Participate in a code review to give and receive feedback

Preparation

- Create code review groups if you are not reusing the same groups
- Check the **Teacher's Lounge** for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Teaching Guide

Warm Up (10 minutes)

Software Engineers

Remarks

Like in the examples we have seen in this unit, you are using computer science as a form of creative expression. You are also using your software engineering characteristics to create your programs.

 **Do This:** Direct students to respond to the prompt on the Asphalt Art Project Planning Guide.

 Teaching Tip

If time permits, have students share their thoughts and ideas with a neighbor.

Activity (30 minutes)

Development (15 minutes)

Remarks

Continue to work on your Asphalt Art Project. Be sure to refer to the project requirements and rubric to make sure you include the necessary components.

 **Do This:** Direct students to Level 1 on Code Studio to continue developing their projects.


 1

Asphalt Art Project

Code Review (15 minutes)


Remarks


This is a good time to commit our code and save our new subclass to the Backpack. Anytime we make changes to our programs, it is helpful to commit, or save, our work as a new version in case we need to revert to a previous version.

 **Do This:** Play the music clip to cue committing their code and saving their new subclass to the Backpack.

Remarks

When we write new code, getting feedback from our peers is helpful to make sure we have met the requirements of the problem efficiently.

 **Do This:** Click through the animated slide to have students participate in the Code Review Call and Response.

 **Do This:** Direct students to complete a code review on their program on Level 2.

 2


Code Review: Asphalt Art Project

Wrap Up (5 minutes)

Project Reflection

Remarks

You made a lot of progress on your project today! Let's take a moment to reflect on what you have accomplished so far and what you need to focus on next.

 **Do This:** Direct students to respond to the Day 2 Reflection prompt on the Asphalt Art Project Planning Guide.

 Teaching Tip



If time permits, have students share their thoughts and ideas with a neighbor.

Assessment (Optional)

Asphalt Art Project Planning Guide: You can use the Day 2 Reflection as an optional completion assessment.



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