

Lesson 13: Creative Coding with The Theater – Day 3

45 minutes

Overview

How is my growth as a software engineer reflected in my project?

Students conducted code reviews at the end of the previous lesson to give and receive feedback that assists in identifying areas of improvement and fixes for problems they encountered. At this stage of the project, students consider this feedback as they finalize development in this lesson. Students share their final projects with their peers to celebrate their successes.

Agenda

Warm Up (5 minutes)

Reflecting on Your Progress

Activity (30 minutes)

Development

Peer Presentations

Wrap Up (10 minutes)

Project Reflection

Assessment: Grading the Project Survey

Objectives

Students will be able to:

- Develop a program using object-oriented programming that portrays a personal interest or solves a problem
- Reflect on the development process

Preparation

- Gather several sticky notes for each student
- 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 (5 minutes)

Reflecting on Your Progress

 *Remarks*

We are almost done with our project! You should be proud of what you have accomplished in this unit and this project.

 **Discuss:** *What are you most proud of about your project so far?*

Discussion Goal: Students share what they are proud of about their project.

Activity (30 minutes)

Development (15 minutes)

Remarks

It's time to put the finishing touches on our projects!

Using the remaining items on your Project Planning Board and the feedback from your peers, continue to develop your Creative Coding Project. Each time you complete a goal, commit your code and move the tasks to the next column. There should only be one item in the “In Progress” column at a time, meaning that each item should be entirely completed before moving on to the next item.

 **Do This:** Direct students to Level 1 on Code Studio to finish and submit their Creative Coding Project.



Creative Coding with The Theater Project

Teaching Tip


Remind students that they may not complete every item on their Project Planning Board or Project Backlog, and that is okay! Software engineers have to make decisions all the time about which features are most important. The purpose of creating Project Planning Boards and Project Backlogs is to focus on completing the most important items first.

Peer Presentations (15 minutes)

Remarks


Congratulations! You have completed your creative coding project for this unit. Let's show off our work through a Gallery Walk so you can share your work with your classmates.

 **Distribute:** Give each student several sticky notes.

 **Do This:** Have students participate in a Gallery Walk to view each other's programs and leave sticky notes noting what they like about the program.

Wrap Up (10 minutes)

Project Reflection

 **Do This:** Direct students to respond to the End of Project Reflection prompt on the Creative Coding with The Theater Project Planning Guide.

Teaching Tip

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

Gather the Project Planning Boards to reuse in the next unit.

Assessment: Grading the Project

Creative Coding with The Theater Project Planning Guide: Use the rubric on the last page of the Creative Coding with The Theater Project Planning Guide to assess the projects.

Survey



Unit 7 Survey



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