

# Lesson 12: Creative Coding with The Theater – Day 2

45 minutes

## Overview

**How will I use the feedback I have received to prioritize the tasks I need to complete for my project?**

In the previous lesson, students conducted self-assessments and wrote acceptance criteria for their projects. Students obtain peer feedback in this lesson to identify remaining tasks to complete and continue developing their Creative Coding with The Theater Project.

## Agenda

**Warm Up (10 minutes)**

**Software Engineers**

**Activity (30 minutes)**

**Development**

**Peer Review and Feedback**

**Wrap Up (5 minutes)**

**Project Planning Board**

**Assessment (Optional)**

## Objectives

Students will be able to:

- Develop a program using object-oriented programming that portrays a personal interest or solves a problem
- Give and receive peer feedback on project progress and quality
- Prioritize project tasks based on peer 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*

For this unit project, you are using computer science to explore a topic or problem that you are interested in and create a visual or animation that conveys your topic and demonstrates your programming skills. You are also using your software engineering characteristics to create your programs.

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


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


## Activity (30 minutes)

### Development (15 minutes)

#### *Remarks*

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:** Have students prioritize the remaining tasks on their Project Backlog and Project Planning Board based on feedback and self-assessment.

 **Do This:** Direct students to Level 1 on Code Studio to work on their Creative Coding with The Theater Project.

 1

#### Creative Coding with The Theater Project


#### Teaching Tip

Remind students to refer to their Project Planning Board to decide what tasks to work on during this time. You can also encourage students to request a code review from their peers as they work.

### Peer Review and Feedback (15 minutes)

#### *Remarks*

You have made a lot of progress in your development work on your project. As we near the end of our project work, let's assess our progress on our last benchmark and get feedback on the work you have done.

 **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 Level 2.

 2

#### Code Review: Creative Coding with The Theater Project

## Wrap Up (5 minutes)

### Project Planning Board

 **Do This:** Have students update their Project Planning Board and Project Backlog with any tasks they completed, changed, or added.

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## Assessment (Optional)

**Creative Coding with The Theater Project:** You can collect the Project Development Feedback or review the Project Planning Board as optional completion assessments.



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