

Lesson Plan 8 – Showcase Experience

Topic Description

The Kodu Makerspace lessons conclude with a showcase Gallery Walk for peers, teachers and other guests. Students will reflect on the experience as a culminating experience.

Objectives

Students will be able to:

- Share games with peers
- Reflect on their experiences
- Showcase projects to guests

Materials and Preparation Required

- Access to the Internet and Kodu Game Lab: <http://www.kodugamelab.com>
- Computing device with screen display for teacher
- Computing devices with keyboards for students
- Student Guide: **Student_Guide_Kodu_Makerspace.docx**
- PowerPoint Presentation to deliver the lesson: **8_Slides_Kodu_Makerspace.pptx**
- Dry run the PowerPoint Presentation in Slide Show mode to enable animations and be familiar with any on-click animations
- Headphones for students (recommended)

Outline of the Lesson

- Staging a Gallery Walk
- Gallery Walk
- Reflection

Student Activities

- Showcase their games
- Reflect on their learning

Teaching/Learning Strategies

Strategy	PPT Image
<p>Staging a Gallery Walk (5 min)</p> <p>Introduce the eighth lesson <i>Showcase Experience</i> by sharing the Big Questions. Display Slide 2 to reveal questions.</p> <ul style="list-style-type: none"> • Why are you looking forward to the Gallery Walk? • What do you think is important about hosting a Gallery Walk in our classroom? <p>Inform them that the goal of a Gallery Walk is to:</p> <ul style="list-style-type: none"> • Celebrate accomplishments • Learn from others <p>Talk about your classroom procedures for a Gallery Walk.</p> <ul style="list-style-type: none"> • How will students and guests move about the room? • What courtesies are expected toward peers and guests? • What do we look for as we explore games? <p>Ask students to open their game project to the opening screen that includes the description and directions for the Gallery Walk.</p> <p>Model the process you expect. Demonstrate by walking on the prescribed path to one or two and express a “Wow” to each student. Display slide 3.</p>	<p>Slide 1</p>  <p>Slide 2</p>  <p>Slide 3</p> 
<p>Gallery Walk (30 min)</p> <p>Display slide 4. During the first 15 minutes, allow students to walk around the room to view and play the games.</p> <p>Then, welcome guests that have arrived.</p> <p>Make introductions if there are only a few.</p> <p>Ask students to return to their computing (and stay there) to greet guests and receive their feedback.</p>	<p>Slide 4</p> 

Strategy	PPT Image
<p>Describe for guests the flow around the room and any other expectations.</p>	
<p>Reflection (10 min)</p> <p>After the guests have left, students should discuss the feedback received. Display slide 5.</p> <p>Think-Pair-Share with an elbow partner:</p> <ul style="list-style-type: none"> • What did you like the most about the Gallery Tour? • What wows did you observe? <p>If time permits, encourage students to share a comment about their work to the class or to offer a “wow” to another student.</p> <p>Display slide 6.</p> <p>Refer students to page 26 in the Student Guide. Instruct students to reflect on their experiences designing games with Kodu by answering the questions and placing checkmarks under the faces in the table.</p> <p>Older students should be encouraged to write about their experiences.</p>	<p>Slide 5</p>  <p>Slide 6</p> 
<p>Wrap up (5 min)</p> <p>Ask students to share something big that they learned.</p> <p>Ask students for answers to the Big Questions</p> <p>Remind students to refer to the in the back of their Student Guide anytime they want to more information about Kodu.</p> <ul style="list-style-type: none"> • Appendix A: Customizing Flashy Fishbots, Boku’s Amazing Race and Air Delivery • Appendix B: General Customization Ideas for Kodu Games 	<p>Slide 7</p> 

Strategy	PPT Image
<p>Reiterate that Kodu Game Lab requires installation; it is not a cloud app.</p> <ul style="list-style-type: none">• Appendix C: Using Kodu Games Outside of the Classroom <p>All of the world/game files created by students are stored on the local computer. For students to work on any project they start on a classroom computer on another computer, follow the steps outlined in Appendix C.</p>	

Extensions

Encourage students to plan, sketch, and code a new world. They may need to revisit some of the tutorials or examine other games in Kodu Game Lab to get ideas for interesting worlds.



Tips

Modify the reflection activity to fit your needs. Older students will be able to write about their experiences. For all students, it's important to provide opportunities to connect recent learning with past experiences, reflect on their feelings of success, and make plans for transferring their new knowledge to future activities. For students with limited writing skills, provide some time to share their reflections verbally.

