

Lesson 21: Peer Review and Final Touches

90 minutes

Overview

This lesson focuses on the value of peer feedback. Students first reflect on what they are proud of, and what they would like feedback on. Teams then work with peers to get that feedback through a structured process that includes the project rubric criteria. Afterward, students decide how they would like to respond to the feedback and put the finishing touches on their sites. After a final review of the rubric, they reflect on their process. To cap off the unit, they will share their projects and also an overview of the process they took to get to that final design.

Question of the Day: How can we use feedback to make our websites better?*

Standards

Full Course Alignment

CSTA K-12 Computer Science Standards (2017)

- ▶ AP - Algorithms & Programming

Agenda

Warm Up (5 minutes)

Journal 3-2-1

Feedback and Iteration (40 minutes)

Reflect: Peer Review

Prepare and Try: Final Touches

Reflect: Final Reflection

Teacher End-Of-Unit Survey

Showcase (45 minutes)

Showcase Set Up

Student Website Showcase

After the Lesson

Post-Project Test

End Of Course Survey

Objectives

Students will be able to:

- Give and receive feedback
- Prioritize and implement incremental improvements

Preparation

- Print a copy of the peer review guide for each student.
- Check the "[Teacher's Lounge](#)" forum for verified teachers to find additional strategies or resources shared by fellow teachers
- If you are teaching virtually, consider checking our [Virtual Lesson Modifications](#)

Links

Heads Up! Please make a copy of any documents you plan to share with students.

For the teachers

- [Peer Review and Final Touches](#) - Slides [▼ Make a Copy](#)

For the students

- [Computer Science Practices](#) - Activity Guide [▼ Make a Copy](#)
- [Peer Review - Website for a Purpose](#) - Activity Guide [▼ Make a Copy](#)
- [Website for a Purpose](#) - Rubric [▼ Make a Copy](#)
- [Website for a Purpose - Reflect](#) - Activity Guide [▼ Make a Copy](#)
- [Website for a Purpose - Student Checklist](#) [▼ Make a Copy](#)

Teaching Guide

Warm Up (5 minutes)

Journal 3-2-1

Prompt:

- What **3** parts of your website are you most proud of?
- What are **2** things you learned while working on this website?
- What **1** thing would you like an outside opinion on?

Share: Allow students to share their responses with the class.

Discussion Goal: This should be a fun time for students to reflect on the great work that they have done, but also recognize that they can always use an outside perspective. This will also prepare them to fill out the creator portion of the peer review guide.

Question of the Day: How can we use feedback to make our websites better?

Remarks

You should now have a polished product you are proud of. An important part of any major project is to get feedback from people not working on that project with you. They may bring some perspective you might have missed. We will spend today giving and getting feedback. Then you will reflect on how to put this feedback into action.

Feedback and Iteration (40 minutes)

Reflect: Peer Review

Distribute: One copy of the peer review guide to each team.

Group: Pair teams up with each other. Alternatively, you could pair individuals from different teams together.

Peer Review Process

Teams will:

- Open up their website projects in Web Lab.
- Fill in the top part of the worksheet, identifying what they would like feedback on. (They should have thought about this at the end of the last lesson)
- Trade places with the other team so each is now looking at the other's sheet and website.
- Give feedback on the other team's work.
- Switch back to their sheet and website to review feedback.
- Make a plan for implementing some of the feedback.

Prepare and Try: Final Touches

Transition: Teams return to Code Studio and make any improvements that were identified in the peer review session. If they did not get any suggestions from the peer review, you may want to give them some suggestions.

Teams should also review the rubric and student checklist as a final way to check their work.

Teaching Tip

Rubric and Checklist: Students have two resources they can use for self-reflection and making sure they are on the right track: the rubric and the student checklist. We recommend having students use the checklist for their own self-assessment and reflection, since it may be easier to digest and understand when reviewing their own project. However, we recommend teachers use the full rubric for evaluating projects to give more accurate feedback to students.

Assessment Opportunity

Use the project rubric attached to this lesson to assess student mastery of the learning goals for this unit. You may also choose to assign the post-project test through Code Studio.

Reflect: Final Reflection

Distribute: Hand out one copy of the project reflection to **each student**.

In the reflection, students will reflect on both the process and the product. They should identify aspects of the page itself that they are proud of, as well as how the group worked together. They also describe what they have learned in the course of the project.

Send students to Code Studio to complete a short end-of-unit survey. Although their answers are anonymous, the aggregated data will be available to you once at least five students have completed the survey.

Teacher End-Of-Unit Survey

We also have a teacher end-of-unit survey to learn more about how the unit went for you and your students. While students take their survey, **please complete this end of unit survey for teachers** as well. Your feedback is valued and appreciated!

Showcase (45 minutes)

Showcase Set Up

Setup: Students need:

- A computer to display the website.
- A way to display their website progression screenshots

Student Website Showcase

Students should stand next to their computers and talk to people attending the showcase about their work. If you can't get others to come visit your room for this activity, you can split the class in half and have one half present while the others circulate. Then they can switch.

After the Lesson

Post-Project Test

Post-Project tests are included at the end of every unit. These include several multiple choice and matching questions as well as open ended reflections on the final project of the unit. These tests are aligned to the **learning framework** of each unit and are designed to assess parts of the framework that may not have been covered by the project rubrics. To holistically assess the learning objectives of the unit, the post-project test should be paired with the end-of-unit project which is the primary student assessment in each unit.

Unlocking The Tests: This test is locked and hidden from student view by default. In order for students to see and take this test, you'll need to unlock it by clicking the "Lock Settings" button and following the instructions that appear. **[Click here for more information about unlocking and administering assessments](#)**

End Of Course Survey

If this is the last unit of CS Discoveries that you are teaching, also have students take the end-of-course survey. See the **[CSD Instructions resource](#)** for more information about the End-of-Course survey and how to assign and see the results.



This work is available under a **[Creative Commons License \(CC BY-NC-SA 4.0\)](#)**.

If you are interested in licensing Code.org materials for commercial purposes **[contact us](#)**.