

Unit 2: Communication & Feedback

Content Area: **Computer Science**
Course(s):
Time Period: **Marking Period 2**
Length: **20-25 days**
Status: **Published**

Brief Summary of Unit

When developing websites one must consider who the site is for. It is important that materials be presented in a way to the end-user that is friendly, accurate and easy to navigate. In order to do so, the team must communicate with all parties involved. Students, staff, parents, and community members are all users of the site and information must be obtained from them in order to accurately display it. Team members must develop modes of communication with these parties in order to obtain information for the site as well as feedback on updates.

Revised August 2020

| | |
|---------------------|---|
| CS.9-12.8.1.12.AP.7 | Collaboratively design and develop programs and artifacts for broad audiences by incorporating feedback from users. |
| CS.9-12.8.1.12.AP.9 | Collaboratively document and present design decisions in the development of complex programs. |
| LA.WHST.11-12.4 | Produce clear and coherent writing in which the development, organization, and style are appropriate to task, purpose, and audience. |
| LA.WHST.11-12.5 | Develop and strengthen writing as needed by planning, revising, editing, rewriting, or trying a new approach, focusing on addressing what is most significant for a specific purpose and audience. |
| LA.WHST.11-12.6 | Use technology, including the Internet, to produce, share, and update writing products in response to ongoing feedback, including new arguments or information. |
| CAEP.9.2.12.C.3 | Identify transferable career skills and design alternate career plans. |
| TECH.8.1.12.A.2 | Produce and edit a multi-page digital document for a commercial or professional audience and present it to peers and/or professionals in that related area for review. |
| TECH.8.1.12.B.CS1 | Apply existing knowledge to generate new ideas, products, or processes. |
| TECH.8.1.12.C | Communication and Collaboration: Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others. |
| TECH.8.1.12.C.1 | Develop an innovative solution to a real world problem or issue in collaboration with peers and experts, and present ideas for feedback through social media or in an online community. |
| TECH.8.1.12.C.CS4 | Contribute to project teams to produce original works or solve problems. |
| TECH.8.1.12.E.CS2 | Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media. |
| TECH.8.1.12.F.CS2 | Plan and manage activities to develop a solution or complete a project. Engineers use science, mathematics, and other disciplines to improve technology. Increased collaboration among engineers, scientists, and mathematicians can improve their work and designs. Technology, product, or system redesign can be more difficult than the original design. |

Essential Questions / Enduring Understandings

Essential Questions:

- How do you effectively communicate with your colleagues and superiors in order to obtain information?
- What makes a website user-friendly?
- What are efficient ways to collect feedback on a website?
- How do you synthesize data into useful information?

Enduring Understandings:

- Communication skills are a leading attribute that employers are looking for. No matter the computer languages you know, the most important one is communicating in the language of the customer.

Objectives

Students Will Know:

- how to write a professional email.
- different methods for obtaining information for when one mode is not working.
- how to get feedback from the site users.
- how to develop the website to maintain viewership and gain new ones.

Students Will be Skilled at:

- reading critical feedback without getting defensive.
- communicating effectively with people of all ages and job titles.

Learning Plan

- Discussion on what qualities a professional email possesses and things that should not be included within those correspondences.
- Website idea pitches practiced with students from Web Design I or Web Design II classes.
- Develop methods for obtaining feedback both online and offline.
- Discussion on the kind of feedback you will get, positive, negative and ambiguous, as well as how to handle the information.
- Review websites from other schools to identify features & content that make them user friendly (or not).

Assessment

Assessments

- Formative: Daily assessments using examples from class notes and CodeHS.com, AP Classroom/Albert Checks for Understanding
- Summative: Teacher-created assessments/projects and CodeHS Computer Science Projects, AP Classroom/Albert Unit Assessments
- Benchmark: Check for understanding benchmark assessments on CodeHS, AP Classroom/Albert/Khan Academy Diagnostics
- Alternative Assessments: Student-centered activities such as a doorbell coding project, game design projects, and other activities involving real world applications
- Updates on the CHS Website
- Meeting notes from CHS personel & CHS students regarding updates
- Update reports based on feedback

Materials

Core instructional materials: [Core Book List](#)

Supplemental materials: CodeHS