Unit 4: Create Feedback Loops

Content Area: **Computer Science**
Course(s):
Time Period: **Marking Period 2**
Length: **10-20 days**
Status: **Published**

Brief Summary of Unit

Websites are not usually created for the sole use of its creator. Websites are created to share information with the world, and in our case, the Cranford Public Schools community. Care has to be taken in order to ensure we are providing the community with accurate and current information, but more importantly that we do it in a way that the information can be found quickly. The team will create feedback loops with the staff , administration, and the community. These loops will get information about the site (uses, suggestions, troubles) and assist individuals with any issues while adjusting the site to minimize those issues. The team will continue to reach out to gather data from all stakeholders to improve the site and user experience.

Revision Date: August 2020

CS.9-12.8.1.12.AP.1	Design algorithms to solve computational problems using a combination of original and existing algorithms.
CS.9-12.8.1.12.AP.5	Decompose problems into smaller components through systematic analysis, using constructs such as procedures, modules, and/or objects.
CS.9-12.8.1.12.AP.6	Create artifacts by using procedures within a program, combinations of data and procedures, or independent but interrelated programs.
CS.9-12.8.1.12.DA.5	Create data visualizations from large data sets to summarize, communicate, and support different interpretations of real-world phenomena.
CAEP.9.2.12.C.3	Identify transferable career skills and design alternate career plans.
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.CS1	Interact, collaborate, and publish with peers, experts, or others by employing a variety of digital environments and media.
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.

Essential Questions / Enduring Understandings

Essential Questions:

- How do you get honest useful feedback on a project you are working on?

- What is the most effective way to poll your audience?

Enduring Understandings:

- Without proper questioning techniques, any feedback you receive may be tainted and not useful or even harmful to your project.

Objectives

Students Will Know:

- how to poll an audience with nonbiased and nonambiguous questions.
- how to analyze data obtained from feedback, and make decisions based off of it.

Students Will be Skilled At:

- creating digital and paper based feedback forms.

Learning Plan

- Develop a feedback loop for a particular audience and for a particular topic (ex: principals for designing their opening day messages).
- Review questions to ensure they are not biased towards a particular answer or ambiguous that could result in misunderstanding of what is being asked.
- Review how the data acquired will be used before sending it out.
- Remind those involved often enough to get the data, but not too often to agitate them.
- Ensure that the team replies to thank the responders and provide feedback to them about their responses.
- Utilize the results to make decisions about the site.

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

Feedback forms and their data

Materials

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

Supplemental materials: CodeHS

Google Forms

Digital and paper-based feedback