

Design Journal



SUGGESTED TIME: 15-30 MINUTES

Objectives

By completing this activity, students will:

- Start a personalized design journal for documenting their design process and reflections

Activity Description

- Introduce students to the idea of the design journal, a physical or digital notebook where they can brainstorm ideas and share personal reflections, similar to a personal journal or diary. Explain that students will be prompted to update their design journals throughout their Scratch programming adventures, but encourage them to add to their journals anytime during the process of designing projects to capture ideas, inspiration, notes, sketches, questions, frustrations, triumphs, etc.
- Look through sample design journals to get ideas for what type of design journals (paper or digital) will work best for your students. Give students time to start and personalize their design journals.
- Ask students to create their first design journal post by responding to the reflection prompts on the right.
- Encourage students to share their design journals and initial reflections with a neighbor.

Resources

Sample design journals

- <http://bit.ly/designjournal-paper>
- <http://bit.ly/designjournal-digital>
- <http://bit.ly/designjournal-blog>

Paper and craft materials (for paper journals)

Reflection Prompts

How would you describe Scratch to a friend?

Write or sketch ideas for three different Scratch projects you are interested in creating.

Reviewing Student Work

What do the reflection responses tell you about the types of projects students might be interested in pursuing?

Based on students' responses, which units in this guide might appeal to your different students?

NOTES

During other guide activities, facilitate group discussions around relevant reflection prompts.

Decide whether design journals should be private or public. For example, you could maintain one-on-one feedback with students through private journals or have students leave comments for peers on shared journals. Consider the pros and cons of each option.

Content provided by:

Harvard University Creative Computing Curriculum
Blended with Maryville University C3 Journalism Curriculum
Funding for C3 Curriculum from Monsanto Fund



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Name:

Respond to the following reflection prompts using the space provided below.

How would you describe Scratch to a friend?

Write or sketch ideas for three different Scratch projects you are interested in creating.

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