Discussion and Collaborative Document

Pick a couple of sections to write in your own thoughts and ideas. Links to the start of the questions are here:

Would you collaborate more with teachers or students? Why?

Probably with teachers for sake of consistency.

I think me and the other teacher would collaborate more, with input from our respective students. The students would communicate with each other during visits.

How can you implement these ideas into your course?

Would like to collaborate with P/J level with ICS3U and ICS4U students. Write software for other teachers (eg. marks management software)

Find out what needs the younger students have w.r.t. Their curriculum and find a way to meet them

What would this look like in an ICS2O course?

I like the idea of buying hardware and software for real people instead of fictional ones.

Collaborating with other classes in the same school (art, drama)

I have done this once and it went well, the focus at first was a "game" but keeping it broad towards, a story, visualization, multimedia creation, "experience' (in my mind) will be the key to success.
We were working with a grade six class and that still turned out very well. We had a "game reveal" as the final project at the end of the course.

What would this look like in an ICS3X course?

Develop apps for younger student groups? (Did this in the past)

You can also teach basic coding to some of the older primary students. HS students can plan activities for the elementary students to teach them basic programming concepts (including "unplugged" activities) and maybe do something like an Hour of Code tutorial.

What would this look like in an ICS4X course?

I currently have my 12s write a marks management program for a fictional teacher - could make this for an actual teacher instead.

How can you deal with having a large number of students in your class versus those you are collaborating with?

Match up your class with a class of equal size. Or divide your class in groups and have each group work with a different tteacher.

Students can work in pairs/teams on a project. It doesn't have to be a 1:1 matchup. You can also work with more than one class.

What do you do if you have a small (or split) class?

Combine with another class perhaps?

Put the younger students into groups :)

List some topics and ideas that you foresee being used in this type of setting (including the language you would use).

Buying a computer/software for another person in the real world.

Recommending anti-malware practices for a workplace

Building apps for a younger group of students

Designing a user interface for a program

It would be cool to incorporate some type of digital literacy/ethics on how to use technology safely and responsibly - in particular if working with junior/intermediates

An NYU/ITP show where people, parents, students and others can come and experience the creations live, give feedback: https://www.youtube.com/watch?v=qVYd1HQFcGg

My idea for the above is that students will have their creation using HTML/CSS/P5.js and hosted using GitHub pages and access it using the browser.