

## **Blog-Based Portfolio Feedback Loops Practice Activity & Observation Guide**

**By Kathleen Fritz**

As part of this BYOD workshop teachers will be provided a reflection question guide and create their own portfolio blog on Weebly while prototyping-testing-improving on a paper airplane. Each team of 4-6 will publish their blogs for others to comment. As an exit ticket each participant will provide a blog comment on how this session will affect conducting projects in their classroom in the future. As they leave the session they will receive a prize for completing the exit ticket.

### Objectives

The objectives for this one hour BYOD session are to:

- Introduce teachers to the benefits of using blog-based portfolios during the design process.
- Simulate a prototyping-testing-improving cycle while collecting real-time data and feedback using blog-based portfolios such as Medium, Edublogs and Weebly and data collection tools such as smartphones and tablets.
- Provide an exemplar learning strategy and lesson plan which can be directly applied to the classroom.

### Outline

5 Minutes: Technology Set-Up

Participants will be asked to create a Weebly.com account on a laptop or download the Weebly app to a tablet or smartphone.

Participants will be handed reflection questions for each phase of the activity.

### **5 Minutes: Activity Orientation**

Read the blog post Blog-Based Portfolios Feedback Loops at

<http://www.kfritzd.com/creatomblog>

for documenting and reflecting on the prototyping testing and improving cycle.

### **10 Minutes: Team Formation and Project Assumptions**

Teachers will work with a group of 4-6 teachers seated next to them and will be assigned one of a four roles: **Designers, Testers, Documentarians and Bloggers**

Designers & Testers	Documentarians and Bloggers
Make, test and improve the airplane	Upload Weebly app onto their smartphone, will use camera on smartphone and upload images to Weebly and videos to Youtube and then link to Weebly on a laptop

The group will discuss their expectations and assumptions about the activity and the making of their airplane and the **Documentarian** will type it into a new Weebly blog post.

### 15 Minutes: Prototype-Test-Improve-Reflect

Designers and Testers	Documentarians	Bloggers
1. The airplane designers and testers will design the plane to go as far as possible	1. The documentarian will take 2 images of the making of the airplane and upload to the blog, and will upload the design images to the blog.	1. The interviewer will ask questions from the reflection questions script about their design will write down their reflections in the blog
2. The airplane tester will fly the plane in the testing area and record how far the plane went.	2. The documentarian will video record the testing and making of improvements of the airplane.	2. The interviewer will ask from the reflection questions script about their results and how they would improve their airplane.
3. The airplane designer and tester will be interviewed about the process. Then they will clean up the area and store materials.	3. The documentarian will video-record the design team's final reflections and post the video(s) to YouTube from their smartphone or tablet.	3. The interviewer will write in the blog the final reflections and will attach the YouTube interview to the blog.

### 10 Minutes: Publish Blog and Comment

1. The **Blogger** will work with the team to make sure everything has been recorded accurately and will then go to publish the blog. The Blogger will email the blog link to their team members.
2. Each team member will write one comment about their airplane experience including:
  - a. What was my role?
  - b. What was a success with the design?
  - c. What failed and how could it be improved?

### 15 Minutes: Debrief Comments and Exit Ticket

For the next 10 minutes, discuss how the process went for each team.

Teams will have 5 minutes to complete the exit ticket by going to the blog titled **Blog-Based Portfolios Feedback Loops** and write a minimum of one comment, "How will blog-based portfolio feedback loops affect future projects in my classroom."

Participants will receive a prize for coming as they exit.

## CHALLENGE PROJECT OBSERVATION GUIDE

### **Prototype-Test-Improve Reflection Questions** **Team Orientation**

Who is in your team and what are they doing?

How will your team make the project?

What does your team think will happen?

### **Prototype and Test Feedback Loop**

What did you see happen?

Why do you think it happened?

What caused it to happen?

What images and videos captured what happened?

### **Improvement Feedback Loop**

What did the team learn?

How did the team apply that learning to design the new version?

How did it improve or change the original design?

What images and videos captured that learning?

### **Team Work Reflection Questions**

How did the group decide to design the plane?

Did the team consider each member's abilities when designing and flying the plane? Explain.

Were all team members equally involved in the task and equally satisfied with the team's final product? Discuss why or why not.

How could the team have increased its members' job involvement and task performance? Provide specific recommendations.