

Real World Projects That Impact Our Lives

Course: Python II

Instructor: Mr. Meserve

Project Overview: Students will generate a flow chart that creates a pathway to win a game of tick-tac-toe. They will code the program and run it for completion.

Instructor Reflection:

“One of the great things of this project was observing the **student's collaborating** through many resources and problem sets to attain one outcome, the program code working. The students were **challenged to achieve a task** that was slightly beyond their knowledge base. They had to research and **collaborate as a group**, to process different ideas effectively, so that the task at hand was accomplished. The students were able to **collaborate with peers** in a situation where the knowledge was provided but the process was manipulated. The students dealt with **time constraints** and had to **follow a protocol** based on the development of the overall project. If the protocol was not followed, the groups were penalized with delays and major frustrations. We were able to **discuss a real world job setting** and the possible stringent stipulations a boss would apply to their progress to achieve their work being accomplished. Every employee has a role and that role has to be effectively achieved.”

Student Reflections:

“If I were to do this project again, I would try to **set the foundation earlier** (flowchart) as it helped us stay on track of our goals.”

“I grew from this PBL project as I mainly **took initiative in getting my teammates on track**, which I don't usually do.”

“**I learned more** about displaying something, timer, sleep, and learning how to make a tic tac toe game.”

“My success from the project was because **I stayed focused**. If I had not focused, we might have had nothing done in the end.”

“**Trial and error**, and watching lots of videos contributed to our success of this project.”

“This project **helped me get used to asking for help** when i get stuck and **it's ok not to know what you're doing**.”

“**I can brag** that I made a game now.”

“Completing this project showed me that **I sometimes can be a leader** during projects in the future.”

Driving Question:

How do we create a single player vs. computer tic-tac-toe game?

