**Codegogy - Reflection Questions**

By Joshua Gillingham

<https://codegogy.weebly.com/>

**Freeze & Reflect (2.1a):**

*Which devices do you use often enough to be familiar with?*

Response:

*What are your options for devices at school or in your classroom?*

Response:

*Who are the I.T administrators or teacher colleagues who might be willing to provide support?*

Response:

**Freeze & Reflect (2.1b):**

*What digital storage option would be most suited to your situation?*

Response:

*What previous experience, if any, do you have with software for coding?*

Response:

*How would you explain the difference between a text editor and an Integrated Development Environment (IDE) to your principal?*

Response:

*Who would you contact in order to inquire about downloading a text editor or an IDE on student computers?*

Response:

**Freeze & Reflect (2.2a):**

*Describe the space you are planning to teach coding in: Where are the computers? What is the arrangement? How is it lit? Where is the instructor computer station positioned? Are there any presentation devices available (projectors, screens, etc)? What other factors might influence your instruction?*

Response:

*What are the potential challenges of teaching students to code in this space?*

Response:

*How might you address each of these challenges?*

Response:

**Freeze & Reflect (2.3a):**

*Give an example of both a high-level and a low-level language.*

Response:

*What makes one programming language 'higher' or 'lower' in comparison to another language?*

Response:

*Why might lower-level languages be inadvisable for classroom use?*

Response:

**Freeze & Reflect (2.3b):**

*What makes p5.js particularly suited to teaching students who are new to coding?*

Response:

*Which skills acquired in learning to code with p5.js are directly transferable to web design?*

Response:

*What does or does not appeal to you about p5.js as a 'teaching' language? Is there another language you've used to teach with? What was your experience in teaching it?*

Response:

**Freeze & Reflect (2.4a):**

*Name at least six different file types along with their filename extension. Bonus points if you can name more!*

Response:

*Name at least three different locations you could safely store a file you wanted to access at a later date.*

Response:

*If you were introducing this topic to your class then where would you recommend they save their files?*

Response:

**Freeze & Reflect (2.5a):**

*Briefly describe what the files '1.0\_example.js', '1.0\_index.html', and 'p5.js' are for.*

Response:

*How would you explain what a ‘parameter’ is to students when you introduce a function like fill(r,g,b)?*

Response:

*What was your experience in trying to recreate the rainbow circles? Did anything unexpected happen? What was frustrating? Did it work like you wanted it to?*

Response:

**Freeze & Reflect (2.6a):**

*Which pedagogical learning model do you typically favour? How might this be adapted to teaching coding?*

Response:

*Explain, briefly, the key ideas of the Project-Based Learning Model. How might this be advantageous in a coding class? Do you have any criticisms of the model?*

Response:

*Think back to the concepts introduced in Section 2.5: Using p5.js. How might you structure a one-hour lesson to teach these concepts? Outline a general road map for the lesson.*

Response:

**Freeze & Reflect (2.7a):**

*Have you resolved any of your own personal misconceptions about coding while working through the TPACK Essentials? If so, which ones?*

Response:

*Have you encountered a student misconception around computers or coding that was not mentioned? Describe the misconception and propose a solution for how it might be addressed.*

Response: