Individual Student Analysis/Reflection Questions
- Kinder - 5th:
  - Was your game enjoyed by adults and kids?
  - Did you make players feel like detectives?
  - What was the players favorite part of your game?
  - How is using data similar to getting guinea pig feedback? How is it similar and how is it different?
- 3rd-5th:
  - What are some patterns that emerged in your data?
  - If we had more time, how would you alter your game based on the data you collected?
  - How is using data similar to getting guinea pig feedback? How is it similar and how is it different?

Class Discussion Reflection Questions
- Thumbs Up/Down Questions
  - Did you have fun making your own game?
  - Would you like math class to have more projects like this?
  - Are you proud of your efforts to make your own game?Did the project have the right amount of challenge?
  - If we did something like this again, would you like to level up to a slightly more difficult challenge?
  - On the share day, as people played your games, did you tweak your game on the fly?
  - I enjoyed having a project where I wasn't told exactly what to do right away. I liked figuring it out on my own.
- **Open Response Questions**
  - How did it feel to see other people playing your game right in front of you?
  - What was your favorite part of this project?
  - What's something you learned through this project?
  - What would you change about your game before you had people play it again?
  - What advice would you give to a kid that's just about to start a project like this for the first time?
  - What's the flow of the Maker Cycle and how does it feel going through it?
  - Any additional questions or thoughts you would like to share?
  - What did you like and didn't like about Mass STEM Week? Why?