



&



© 2020, 2021. MIND Research Institute. All Rights Reserved.

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?