

MASTER EDER AND HIS PUMUCKL

Group:



S20
T1-3
L5



Closing the project Fill in the self-assessment form

1. How did you like this project? (emoji) /How did you feel about this project? (emoji)



2. In what areas did you learn the most from the project?
Arrange the areas by numbering them from 1 to 8. (1 shows the most and 8 shows the least.)

- ☐ Finding new ideas in building robots
- ☐ Finding new ideas in programming
- ☐ Cooperating with teammates
- ☐ Learning how to understand texts of the story better
- ☐ Finding creative ways to develop characters or background
- ☐ Communicating efficiently
- ☐ Problem solving
- ☐ Debating and agreeing efficiently during the teamwork

3. What was your biggest success? (open question)

4. What was your favourite part of the project?(choose 1)

- ☐ The warm up lesson
- ☐ Dealing with the text
- ☐ Building robots
- ☐ Programming robots
- ☐ Representing the story

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5. Groupwork – please scale the following statements

- ☐ In our group each member had his/her own responsibility
- ☐ Every member had equal contribution to the task
- ☐ I got help from my teammates whenever I needed
- ☐ I got help from members of other teams whenever I needed
- ☐ I gave help to my teammates whenever they needed
- ☐ I gave help to members of other teams whenever they needed
- ☐ I listened to the other's ideas
- ☐ The others listened to my ideas
- ☐ I'm satisfied with my group's products and presentation
- ☐ I liked the other groups' presentation

If you could change anything in the project, what would it be?
