

# TECH TALES

MAKE. LEARN. SHARE.

## DAY 5: SHARING Celebration

For the past several weeks families have been learning about circuits and programming and working on their design projects—a robotic diorama that tells a family story. The program ends with families putting the finishing touches on their designs and then presenting them in a culminating showcase and celebration.

### badges



### materials

Light meal  
Projector and slides  
Full hummingbird kit + computers  
Craft materials

Hummingbird how-to sheets or components cards  
Certificates of completion  
Final badges  
Check in forms

### 1. WELCOME & SHARING

Eating, sharing any backpack play from last week

### 2. STORYTELLING

Share a story, introduce theme

### 3. EXPLORING

Final build/rehearse time  
Presentations and celebration

### 4. ACKNOWLEDGING

Recognition of work  
Issue badges and certificates  
Clean up

workshop day 5

# WELCOME & SHARING

## EATING & SET-UP

20 minutes

Welcome families as they arrive. Provide food and drinks.

Today's theme is Celebration! Today we celebrate our accomplishments and recognize each other's strengths.

## HOME PLAY REVIEW

5 minutes

Have families partner with a family that they have not yet partnered with.

### ASK

Use the following prompts:

- What are new components you tried?
- What is the component good for?
- What successes or challenges did you encounter?

## background info

The fields of engineering, computer science, and art all produce products that have intended audiences. The projects families have been developing live at the intersection of these fields. The design needs to be a

sound engineering design that implements relevant coding and represent a design aesthetic that clearly and powerfully communicates their story.

## materials

Light meal, disposable cutlery, drinks with lids

Badges

## badges

### ISSUE BADGES FOR THE PREVIOUS WEEKS' HOME PLAY



### ASK

Ask what type of work participants did and award them the corresponding badge. For example, if a participant says "I worked on my diorama," ask them to clarify what role they think they did and why.

*Note: not all badges will be issued and not all participants will receive one.*

# STORYTELLING

15 minutes

Gather families together. Read a picture book or share a traditional cultural story. If you feel like the participants are comfortable sharing, offer the option for a participant to share a personal story or read a book.



## background info

We had Amharic-speaking families in Tech Tales, and this day they shared their expertise by reading a bi-

lingual Amharic and English book, "Am I small?: Ene tenese nane?" by Philipp Winterberg, to the group.

## materials

Book, Visiting storyteller  
Tech Tales Diorama Guidelines sheet

## DAILY THEME

5 minutes

Demonstrate talking about a completed diorama, telling your story and describing challenges and process.

Let families know they can rehearse their presentations with a facilitator/helper before talking in front of the whole group. This should help them feel comfortable sharing with others.



# FINAL DESIGN & REHEARSAL TIME

30-40 minutes

Families spend time finishing their dioramas and rehearsing their stories.

Note what they need for the final presentation:

(1) completed dioramas, (2) short, written paragraph describing their story, and (3) a way to present their story to each other.

Each family will get about five minutes to tell their story, why it was important to them, and share their diorama. In addition, each family should talk about what their next project might be or what they want to do more of. While they are finalizing their designs, determine a presentation order.

## materials

Final presentation guidelines  
Computers

Full Hummingbird kit  
Craft materials



## critical questions



# PRESENTATION & CELEBRATION

60 minutes

Welcome any visitors to the space and introduce to them to the group. Gather families around each of the dioramas as you move around the room to hear their presentations. It's okay if the projects are not complete. Emphasize listening to each story respectfully instead of rushing to finish their own dioramas while others are talking.

## Family story presentations

Presentation format: Each family gets about five minutes to present story, then five minutes to talk about their technical work. Allow time for other families to ask questions.

## Prompt questions:

- What was the most challenging part of making your project? (possible answers: programming, a piece falling apart, working together)
- What did you do to make it work?
- What are you most proud of?
- Is there anything you would do if you had more time?

## materials

Video and still cameras

Presentation guidelines

## background info

**Facilitator note:** Video the presentations, present certificates and final badges.

- DVDs or digital files of the videos should be available within 1 week of the final workshop.
- Get physical addresses to send DVDs or email addresses to send links to files.



## REFLECTION

5 minutes

### Celebration

Congratulate families on all their amazing work and thank them for their time and commitment.

- Ask families to reflect and share which role they learned the most about it or which activities each individual most identified with.
- Award culminating badge for participating in all the roles
- Award certificate of completion to each family

## materials

Badges

Camera

## background info

Take photos of families with their projects so they can have a memory of the moment.

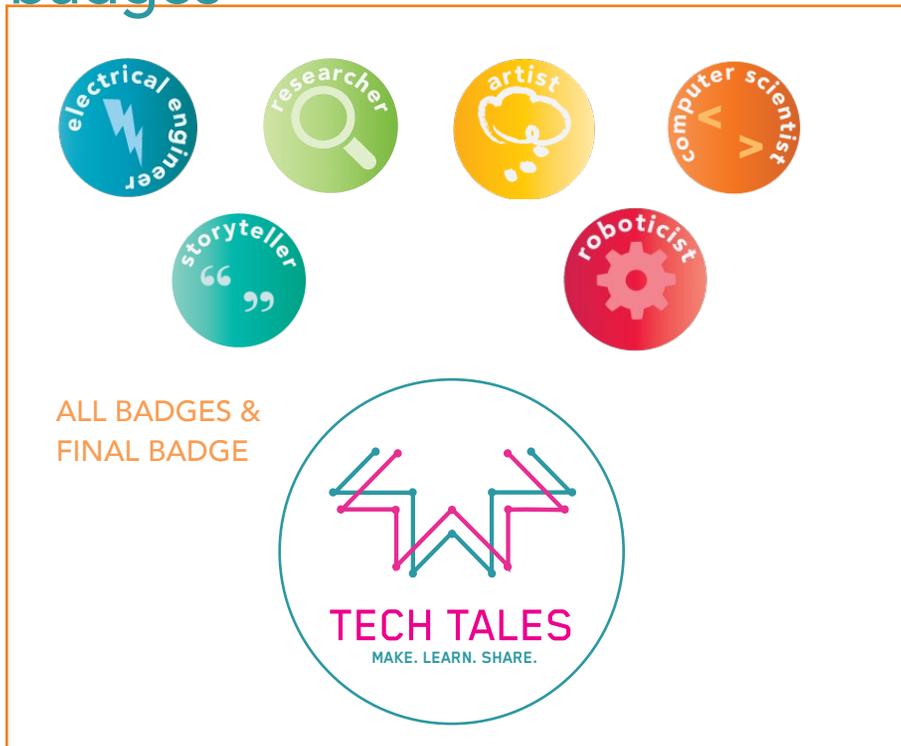


# CLEAN UP

5 minutes

- Turn in backpacks and sign them back in.
- Clean up building materials and return any borrowed tools.

## badges



## materials

List of online resources

Booster day flyer

## background info

If families want to take their dioramas home with them, they will have to take the Hummingbird parts out to be used for the next workshop.

Allowing families to keep the materials for a week has proven to be rewarding.

## WHAT'S NEXT?

5 minutes

Hand out list of online resources for further independent learning. Announce upcoming workshops

- Code.org
- Scratch
- Maker faires
- Public libraries
- booster day