

CRITIQUE GROUP--

SUGGESTED TIME
15-30 MINUTES

OBJECTIVES

- By completing this activity, students will:
 - + divide into small critique groups in order to give and get feedback on design ideas and works-in-progress

ACTIVITY DESCRIPTION

- Introduce students to the idea of a critique group, a small group of designers who share ideas and projects-in-progress with one another in order to get feedback and suggestions for further development.
- Optionally, have the Critique Group handout available to guide students in giving feedback.
- Divide students into smaller groups of 3-4 people. In these critique groups, ask students to take turns sharing their ideas, drafts, or prototypes.
- Let students gather feedback by having their critique group members respond to the Red, Yellow, Green reflection prompts or using the Critique Group handout. Encourage students to record other notes, feedback, and suggestions in their design journals.

RESOURCES

- Critique Group handout

REFLECTION PROMPTS

- + RED: What is something that doesn't work or could be improved?
- + YELLOW: What is something that is confusing or could be done differently?
- + GREEN: What is something that works well or you really like about the project?

REVIEWING STUDENT WORK

- + Did all students have a chance to share their work and get feedback?

NOTES

- + It can be valuable to have a dedicated group of peers to give you encouragement and feedback on your design iterations. Provide opportunities for students to continue meeting with their critique groups during Units 1-6.

NOTES TO SELF

- _____
- _____
- _____
- _____

CRITIQUE GROUP

FEEDBACK FOR: _____

PROJECT TITLE: _____

FEEDBACK BY	[RED] What is something that doesn't work or could be improved?	[YELLOW] What is something that is confusing or could be done differently?	[GREEN] What is something that works well or you really like about the project?

PARTS OF THE PROJECT THAT MIGHT BE HELPFUL TO THINK ABOUT:

- + Clarity: Did you understand what the project is supposed to do?
- + Features: What features does the project have? Does the project work as expected?
- + Appeal: How engaging is the project? Is it interactive, original, sophisticated, funny, or interesting? How did you feel as you interacted with it?