Name: \_\_\_\_\_\_\_\_\_

**Archaic Arcade- A 6th Grade Project**

***Project Reflection Sentence Starters***

**Directions:**

1. Create a google doc and call it “*Your Name* Archaic Arcade Project Reflection.” Example: “Mr. Ivan’s Archaic Arcade Project Reflection”
2. Type the reflection below.
3. Partner up with a friend and she or he will be responsible for editing your work. Make sure you to choose your partners wisely.
4. My partner is \_\_\_\_\_\_\_\_\_\_\_\_ 🡨(write partner’s name here)
5. Share document with your partner. **No need to share it with your teacher.**
6. Have a partner check your document for grammar and punctuation. Your partner is responsible for editing your document AFTER you completed the reflection below.
7. You may now copy and paste it twice in the Archaic Arcade pages of your Digital Portfolio. One copy under math/science and one under humanities.

**Paragraph 1: PURPOSE & PROCESS**

1. The purpose of this project was to learn about \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ and \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

For 2-6, you should mention the things that you had to do for this project. Make sure to talk about the your initial brainstorming. Talk about how you and your partner decided on your theme and type of game. Talk about what you did after you brainstormed your design and theme. Talk about the cutting, measuring, building, use of tools. You must include every step in the process. Talk about the painting, Talk about the manuals you created, and any additional game pieces.

1. First, we had to…
2. Next, we…
3. Then, we…
4. After that, we…
5. Finally, we….

**Paragraph 2: WHAT I LEARNED**

1. I learned how to \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ and I also learned about \_\_\_\_\_\_\_\_\_\_\_\_\_\_.
2. My game was \_\_\_\_\_\_\_\_\_ (type of game) and researched \_\_\_\_\_\_\_\_\_ (which civilization did you have?).
3. I used the theme of \_\_\_\_\_\_\_\_\_\_\_ (example; culture, hierarchies, government, military) to showcase my learning.
4. **Three** things I learned about my Ancient Civilization are…
5. **Three** things I learned about designing and building a wooden game are…
6. It is important to make precise measurements because…
7. The game manual was important because…
8. I learned some new vocabulary such as \_\_\_\_\_\_\_\_\_\_\_\_\_which means…

**Paragraph 3: KEY CONCEPTS AND SKILLS**

(Describe the vocabulary below)

1. Drilling…
2. Reinforce walls…
3. Blueprint…
4. Mechanism…
5. Game manuals…
6. Research skills…
7. Narrative writing…
8. Visually appealing…

**Paragraph 4: REFLECTION**

1. I enjoyed/did not enjoy this project because…
2. My favorite part of this project was \_\_\_\_\_\_\_\_\_\_\_\_\_ because…
3. My least favorite part was \_\_\_\_\_\_\_\_\_\_\_\_\_\_ because…
4. I think I did well on this project because…
5. I am happy with my performance on this project because…
6. One thing I could do better next time is…
7. I am most proud of…
8. If I could do this project again, I would \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_...