

#### Feedback:

**21<sup>st</sup> Century Skills:** The Learning Story addresses at least three 21<sup>st</sup> century skills, collaboration, creativity and problem-solving. Collaboration and problem solving is addressed by the group challenge to solve the problem of building a house with the matches. Creativity is developed by providing an opportunity to the students to develop an advertisement in any format for their house.

**Technology:** Both hardware and software solutions are integrated as effective tools in the Learning Story. Mobile phones are used to create a video of the match-stick house. The Tricider tool is used to provide each other feedback.

**Alignment with Learning Outcomes:** There are too many learning outcomes defined. Some such as developing a hypothesis are also not clearly integrated into the Learning Story. There should be an activity at the beginning where students formally develop and discuss a hypothesis.

**Balance:** There is an ok mix of Learning Activities but the Production and Collaboration activities dominate the Learning Story. I would suggest to allocate more time in between the different stages for Discussion and Practice of the applied concepts. This would make the Learning Story more balanced.