Activity 3: Designing learning activities using different programming methods – 30'– LO 2

Students' activity	Timing	Teacher's Actions	Students' Actions	Related to Session's ILO
3.	30	The teacher assigns students to groups of three and asks each group to design learning activities using either the pair programming method or the mob programming method	The students work in their groups following specific roles: *Recorder*: Takes notes summarizing team discussions and decisions, and keeps all necessary records. *Reporter*: Serves as group spokesperson to the class, summarizing the group's activities and presenting their design. *Facilitator*: Moderates group discussion, asks and allows every member to express his/her ideas.	2
Preparatory tasks for Students (if they needed):				
Teacher's preparatory actions:	An outline of pair programming and mob programming approaches			
Notes:				