



Outline for a 90-minute online Astro Pi session

This session template provides guidance on how to run your sessions online if you cannot meet with your team in person, such as during a lockdown caused by COVID-19.

<p>Before the session, ensure that all attendees know about:</p> <ul style="list-style-type: none"> - Any software they need to download and set up - Any important rules or guidelines for joining the session 			
Time	Activity	Description	Sample activities
Start your session			
5 mins	Set up time	Allow young people time to join the call and get set up.	Discuss the rules and expectations for how to work during the session, remind students to mute unless they are speaking.
10 mins	Initial stand-up: Recap and check in	<p>Recap last week's session, and check in with team members about how they have progressed in between sessions.</p> <p>Ask where they are now, and where they want to be at the end of the session.</p>	<p>Consider goals set from last session and find out whether they have been achieved.</p> <p>Discuss any barriers to success and see if there are any solutions which can be suggested by the students.</p> <p>Look through the plan and consider whether you still are on track, or if it needs to be adapted.</p> <p>Set goals to be accomplished in this session by each member of the team.</p>
Work towards current goals			
40–50 mins	Work on your code	Students should use this time to carry on working toward set goals.	Have students talk through their current objective and how they are progressing towards it.

		<p>Spend time with each student to check on their progress and help discuss any issues or problems they have encountered in their work.</p> <p>If a task is considered complete, work through your agreed testing procedure to ensure it works as intended.</p>	<p>Check over their work with them for errors or issues. You may need to do some research on work done by others on the same topic, or look for existing code online.</p> <p>Help them by testing their code on the Astro Pi unit or on your machine.</p>
10 mins	Finish up your code	Give your attendees a 10-minute warning to finish what they're working on and prepare to share current status with the group, including any issues or obstacles during the session.	<p>Ask students to think about what they have done during the session, and their progress in relation to the plan:</p> <ul style="list-style-type: none"> • Was it harder or easier than you thought? • Are you still on target to finish on time? • Do we need to adjust the plan? • Do you need help on this goal?
Session end stand-up			
5–10 mins	Stand-up: Recap	Have students share what they have worked on during the session.	<p>Students should discuss:</p> <ul style="list-style-type: none"> • What are you currently working on? • How is it going? • Do you need help? • Are you on track to finish on time? • Will this affect the dependent goals? • Should we change the plan?
5 mins	Review and plans for next week	<p>Use the discussion from the stand-up to assess current progress as a group.</p> <p>Adjust the plan if necessary.</p> <p>Set interim goals to be completed by next session.</p>	<p>Set achievable goals for them to work toward by next session. These might be:</p> <ul style="list-style-type: none"> • Work on or complete a script • Test a script • Research a solution to an issue/obstacle
Interim communication: Send reminders to check in with your team during the week to see how they are getting on and if there are any issues.			