

Week 30 — Capstone Pitch



Capstone Pitch

Project name: _____

Builder(s): _____

Platform — circle one: **Website** · **MakeCode game** · **Python program**

Audience — who is this for? *(If you write "everyone," pick one person instead.)*

Purpose — what should it help them do, learn, or enjoy?

Must-have feature 1:

Must-have feature 2:

Nice-if-time feature: *(the one you're allowed to cut)*

Public sharing plan — what goes on the class website?

Safety check — what private information must **NOT** appear? *(No full names · no photos of people · no addresses, phone numbers or emails · no school details)*

Finish line — *"On showcase day, we can say it's done when..."*

☐ **Teacher approved** — date: _____ initials: _____

The three-Friday rule

If you can't finish it in three Fridays, it's too big.

You have Weeks 31, 32, and 33. That's roughly **100 minutes of build time total**. Not a hundred hours.

Big ideas aren't bad – *unfinished* ideas are sad. Make it small enough to finish, polish, and be proud of.

Teacher notes

Print one per student or team. No coding starts until this is filled in and you've signed it.

Coaching lines that work

"Who is this for? If the answer is 'everyone,' pick one person."

"What's the smallest version that would still feel complete?"

"Which feature can we cut and still be proud of it?"

"How will a visitor understand your project in ten seconds?"

Scope guardrails

Red flag in a pitch	Say this
"A game like Minecraft"	"Pick one thing Minecraft does. Build that."
"An app that does everything"	"Name the one screen a person sees first. Start there."
More than 2 must-haves	"Move all but two to nice-if-time."
No finish line	"Don't start until you can say what done looks like."
Blank page, frozen student	Offer the menu below

For students who freeze

Freedom paralyses some students. Give them a menu, not a void:

- **Website:** a page about a hobby, a favourite team, a how-to guide, a top-10 list
- **MakeCode:** a maze, a collect-the-things game, a two-player game, a quiz game

- **Python:** a quiz, a number-guessing game, a story generator, a simple calculator

Approve fast, approve small

Your job at this stage isn't quality control — it's scope control. Approve almost everything, but ruthlessly shrink it. A student who finishes something small will learn more than one who abandons something ambitious in Week 33.

Tiering

Tier	Reasonable scope
 Starter	Modify a project they already built. One new feature
 Builder	New project, two must-have features, built from a familiar pattern
 Extender	New project from scratch, plus explain a design trade-off they made