

**Computational Thinking**  
**Marshmallow Tower Analysis**

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

Answer the following questions. Write in English, please (complete sentences, proper grammar and spelling, have some pride in your work, people).

1. Why did this exercise use tower-building to make its point? (20 XP)
  
2. Aside from "iterative design" and "facilitation," what was the point of this exercise? (10 XP)
  
3. Why use iterative design? (We didn't talk about this in class; that was on purpose. You want XP, you give me a good answer. 20 XP)
  
4. What is the opposite of facilitation? Why might it be better to facilitate than to do the opposite? (10 XP)
  
5. So what were the measurements of your team's first and second towers? (10 XP)
  
6. Why were the two measurements different? (10 XP)
  
7. What did you do differently that worked better (or worse)? (10 XP)
  
8. If you had your way, what would you do differently during a third build to make your tower higher? (10 XP)