COMP 101 – PROBLEM SOLVING WITH COMPUTING
REFLECTION PAPER (2-3) [1] [50 PTS TOTAL]

Overview

To encourage deeper thinking and, thus, deeper learning during this course, you will be asked to reflect on your experiences and learning **each week** and to document your thoughts for future reference. As a culminating activity, you will write a Reflection Paper.

In your Reflection Paper, you will be required to discuss what you have learned in this course, in terms of the specific topics you have studied and how those topics and concepts interrelate as well as **in terms of your own thinking and approaches**. To help guide your reflection, trigger questions (see the Franklin pages) are provided.

To help you stay on track with documenting your reflections, you will be required to submit drafts at two points during the course so that your professor can review your progress. The feedback you receive on them will help you better understand your professor's expectations for the final Reflection Paper.

The 101 class page contains a link with some suggestions as to what makes a **good** and **bad** Reflection Paper and will be used as part of your grading criteria – so you want to check this (or http://cs.franklin.edu/~esmail/COMP_101/Reflection_Papers.pdf) before you start writing your own paper.

Deliverables

NOTE: You will use 3 different dropbox slots to submit your work.

- Draft 1, worth 10 points (2-3-1)1
- Draft 2, worth 10 points (2-3-2)1
- Final, worth 30 points (2-3-3)[1] **No late submissions allowed for final version.**

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[1] The number in () corresponds to the assignment number on the Franklin University web page and should be used when you submit your assignment via dropbox for proper credit.