Peer Feedback Protocol

This feedback protocol helps students share their ideas and provide critical feedback to each other within a safe structure. Using this approach, students can receive feedback without feeling the need to explain or defend their ideas. This specific model was modified by The Tech Interactive from the original Critical Friends Protocol created by the National School Reform Faculty.

Step	Timing	Team Presenting	Audience
1	5 min	Present	Listen
2	1 min	Present Questions	Listen
3	3 min	Respond to Clarifying Questions	Ask Clarifying Questions
4	3 min	Turn away, listen	Provide Warm Feedback
5	5 min	Turn away, listen	Provide Cool Feedback
6	3 min	Reflect	Listen

Preparation and Timing

- This process can be used between two teams (one team presenting and the other team acting as the audience). Alternatively, each team could present to the class one at a time.
- Have each team member take responsibility for presenting part of their design and ideas.
- Share the goals of the protocol and specific guidelines for listening and talking.
- The timing and steps of this process are specifically developed to promote a safe space for students. Time all groups together or have one student on the audience team take responsibility for timing.

Listening

- During listening sections, teams should listen without interrupting.
- Encourage listening students to take notes in order to prepare questions, feedback or reflections.

Questioning

- Step 2: The presenting team shares specific questions they have and need feedback on. During this time, audience members listen without interrupting.
- Step 3: Audience members can ask clarifying questions to get more information that might have been unclear in the presentation. The team presenting should respond briefly — if they need to really think before answering, the question should wait for Step 5.

Feedback

- While students are receiving feedback, have them turn their chairs around. This helps them not to feel tempted to explain or defend their ideas. They should just listen and reflect on the feedback.
- The audience should talk to each other about the design and refer to the presenting team in the third person ("they" instead of "you").
- Provide simple sentence frames to guide peer feedback (I like…I wonder…).

Reflection

- Throughout this process, the presenting team should be reflecting on what they are hearing and considering how they can incorporate feedback into their design. Encourage them to take notes!
- Step 6 should be a conversation amongst the presenting team focused on sharing specific ways that they'd like to improve their design, rather than addressing every comment they heard.

Distance Learning Adaptations

- When students are receiving feedback, they can mute themselves and turn off their video. Make sure they remember to turn it back on for the final reflection in Step 6.
- Start using this process by having each team present to the larger group one at a time. Once students are familiar with the process, take advantage of break-out room sessions to have teams to go through the process in pairs.

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Step	Timing	Team Presenting	Audience
1	5 min	**Present** • First, review the goals of the design. • All team members contribute to the presentation of their design.	*Listen without speaking.*
2	1 min	**Present Questions** • Share specific questions they have and would like feedback on. – *Our team would like to know …*	
3	3 min	**Respond to Clarifying Questions** • Take turns answering clarifying questions.	**Ask Clarifying Questions** • Ask quick questions about anything that was unclear in the presentation. – *What did you mean by…?* – *What materials/programming concepts did you use to…?*
4	3 min	*Turn away from the audience, listen without responding.*	**Provide Warm Feedback** • Share "I like…" feedback. • Focus on the design, not the team • Say "They" instead of "you" – *I like how they persevered and tried rebuilding several times.* – *I like how they used rubber bands for the top of the design.*
5	5 min		**Provide Cool Feedback** • Provide helpful and specific suggestions/ideas. – *I wonder if the design would float better if it was flatter.* – *I wonder if they tried using a loop instead of repeating the code.*
6	3 min	**Reflect** • Share specific improvements they want to make based on the feedback. – *Now I realize …* – *This makes me think …* – *I want to know more about …*	*Listen*

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