

# Stuck Station

Transform your frustration into inspiration

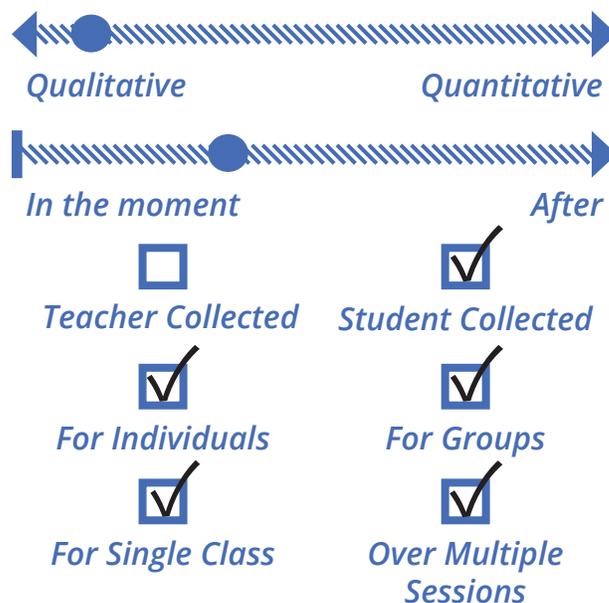


## Overview

Stuck Station is a standalone video recording station students can visit to explore strategies to get “unstuck” by recording a video the moment. Stuck Station provides an opportunity for students to step away from their projects and groups when they are frustrated, stumped, or stuck with a technical or collaboration problem. Students are given an opportunity to explore a card deck of strategies to get unstuck and talk through the problem they are experiencing. This encourages (and builds students capacity) to troubleshoot, tinker, or work through struggles with peers. At the end of the class session, students revisit their “stuck” moment, and write down how they worked through the issue, if their attempts were successful, and what they will do next on a Stuck Slip (exit ticket). These slips (as well as the recorded video) become evidence to be added to a portfolio or Field Guide.



## Evidence Collection



## Well Suited For

- Groups working on a project where students may get “stuck” with group work or collaboration.
- Projects that have opportunities for students to make design decisions and take risks, with options not entirely pre-determined.

## Before Class

- Preparation Time: 10-60 minutes
  - Materials: Video Capture Device (Chromebook, tablet, etc.), Reflection Prompt, Unstuck Card Deck, Stuck Slips (exit ticket)
1. Laser or hand cut the Stuck Station tablet stand (optional).
  2. Print, cut, and optionally laminate Unstuck Card Deck. Sort out any cards which may not be relevant to the project.
  3. Adapt and print Reflection Prompt.
  4. Print enough copies of exit ticket so all students who record a video can have one.
  5. Set up Station in corner of room.

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## During Class

1. Introduce how to use the tool at the beginning of class when using for the first time. Here are some tips to get you started:
  - Emphasize that the experience of getting stuck is a chance to learn.
  - Read several of the “Unstuck Deck” cards, ask students how they might try one of the strategies.
  - Walk through the prompt for the video response. Model what a student may say in their video. It can be helpful to give a time limit (30-60 seconds).
2. Circulate around the room as you usually do. Keep an eye out for students who seem to be struggling. Encourage students to take a moment and reflect on why they are stuck.
3. At the end of the class period, have students fill out a Stuck Slip (exit ticket) to reflect on what happened after they were stuck.

## Extend, Adapt, Remix!

This guide is just the start! We encourage you to adapt the tool to your context: use your own assessment constructs, adapt for your classroom routines and procedures, or co-design new versions with your students!

Here are a couple of ideas we've seen to get you thinking:

- Incorporate Stuck Station into your daily classroom routines and procedures. Similar to having a “Mindfulness Corner,” have the Stuck Station to encourage students to troubleshoot challenges they are facing.
- Find a way for students who are stuck and find a solution to share their insights with the class. Celebrate mistakes and failures that lead to learning and better projects!
- Stuck Station can also be used intentionally to help students reflect on the Maker Elements. Instead of asking them to record the moment of stuck, tweak the prompt to support students to reflect on the particular Maker Moment.
- Use the video recordings and Stuck Slips as a conversation material for a student-teacher conference.

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Note: Unstuck Strategies Deck is adapted from The Creative Computing Lab at the Harvard Graduate School of Education's [Getting Unstuck](#) project, and shared under a Creative Commons By-SA-NC 4.0 license.

### We want to hear from you!

The Beyond Rubrics tools are a work in progress that we want to improve. If you try out a tool and you love it, please let us know! If you try it out and you find it frustrating, design a better version, or have specific feedback, let us know that, too!

For more information, visit the website or reach out!

Project Website: [makered.org/beyondrubrics](http://makered.org/beyondrubrics)

On Twitter: @MakerEdOrg & @playfulMIT

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