Unit 2 Remix Log	Name:

Remix Step 1: Review your code from Mission 4 and 5

Mission 4: Animatronics What does this program do? Mission 5: Fence Patrol What does this program do?	
What programming concepts did you learn and use in each mission?	

Remix Step 2: Remix Project Concept

Look over the remix suggestions. Discuss with a partner. Then decide what you want to do for your remix project. Describe what your remix project will do:	

Remix Step 3: Plan your code. What variables will you use in the project?
Fill out the charts below. Use another piece of paper to design your program with a flowchart or pseudocode.

What variables will you use in the project? Fill in the chart. You do not need to fill in every line, or you can add more.	

Variable Name	What it will be used for:

What buttons will you use, and what will happen when pressed?	

Button	What will happen:

What functions will you write? Describe each one.	

Function name	What it will do

Remix Step 4: Write your code	
Use the sandbox 🤖 when you write the code. Write just a few lines at a time and test often.	

Remix Step 5: Commenting and feedback	
Documentation	• Make sure your code is readable by adding blank lines • Add comments to explain sections of code

Peer feedback: Get feedback from two (or more) people. You can be one of the peer reviewers.

Peer Review #1 Name:	
Go through the checklist. Are all requirements met? If not, list any missing criteria.	
What do you like about the program – be specific!	
Give at least one suggestion. Begin with "what if" or "maybe you could"	
Peer Review #2 Name:	
Go through the checklist. Are all requirements met? If not, list any missing criteria	
What do you like about the program – be specific!	
Give at least one suggestion. Begin with "what if" or "maybe you could"	
Review the comments. Then take time to improve or add to your project.	

Post-Mission Reflection	
What did you change in your project after reading the feedback?	
What did you learn about yourself from completing this project?	

Unit 2 Remix Rubric Checklist:

- ☐ Filename is descriptive
- ☐ Uses one or more variables, each with a descriptive name
- ☐ Moves the CodeBot forward and/or backward one or more times
- ☐ Turns the CodeBot one or more times
- ☐ Plays a sound
- ☐ Turns on one or more LED lights
- ☐ Uses one or two buttons as input
- ☐ Uses the line sensors to control the CodeBot
- ☐ Defines at least one function with a return
- ☐ Code follows programming conventions of comments, readability, indenting, and capitalization
- ☐ Code runs with no errors