




Unit 3 Remix Log	Name: _____											
Remix Step 1: Review your code from Mission 6 and 7												
Mission 4: Line Follower What does this program do?												
Mission 5: Hot Pursuit 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.	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 40%;">Variable Name</th> <th>What it will be used for:</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>		Variable Name	What it will be used for:								
Variable Name	What it will be used for:											
What functions will you write? Describe each one.	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 40%;">Function name</th> <th>What it will do</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>		Function name	What it will do								
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What buttons will you use, and what will happen when pressed?	Button	What will happen:

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	<ul style="list-style-type: none"> • Make sure your code is readable by adding blank lines • Add comments to explain sections of code
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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 is something new you learned from completing this project?	

Unit 3 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
- Turns on one or more LED lights
- Uses one or two buttons as input
- Uses at least one sensor to control the CodeBot
- Defines at least one function with a return
- Includes something extra (sound, more than one sensor, more than one function, etc.)
- Code follows programming conventions of comments, readability, indenting, and capitalization
- Code runs with no errors