Name:



**MISSION 4   
REMIX LOG**

|  |  |
| --- | --- |
| **Pre-Mission Preparation** | |
| What was something cool about Mission 4? |  |
| What was something challenging about Mission 4? |  |
| **Remix Step 1: Review your code from Mission 4** | |
| Mission 4: Display  What does this program do? |  |
| What programming concepts did you learn and use? |  |
| **Remix Step 2** | |
| Describe what your remix project will do? |  |
| **Remix Step 3: Plan your code. What variables will you use in the project?** | |
| 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 pixels and/or images will you use in the project? You do not need to fill in every line, or you can add more. | |  |  | | --- | --- | | Image to display | What it will be used for | |  |  | |  |  | |  |  | |  |  | |  |  | |
| **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 sections of your code that explain what they do |
| Peer feedback | Get feedback from two (or more) people. You can be one of the peer reviewers. |
| Peer Review #1 Name: |  |
| 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: |  |
| 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 working with a partner from this project? |  |