

CodeX Remix Task

MISSION 8 : Answer Bot	PROJECT: Restaurant Picker or Magic 8 Ball	# HOURS: 1-2
PROJECT GOALS: Students will apply their knowledge of lists and random numbers to build a problem-solving application.	EXTRA PROJECT MATERIALS: <ul style="list-style-type: none"> • none 	VOCABULARY: <ul style="list-style-type: none"> • Variable • List • Index
LEARNING TARGETS: <ul style="list-style-type: none"> • I can apply properties of lists to a new program. • I can utilize multiple variables in a program and describe their purpose. • I can apply I/O (inputs and outputs) to make my code more efficient. 		
SUCCESS CRITERIA: <ul style="list-style-type: none"> <input type="checkbox"/> Program the CodeX to generate and display a random restaurant (min 20) when a button is pressed. <p style="text-align: center;">OR</p> <ul style="list-style-type: none"> <input type="checkbox"/> Program the CodeX to display a random text message from a list of possible Magic 8 ball “answers” (min 20) when a button is pressed 		

RUBRIC:

CSTA Standard	Basic (3)	Proficient (4)	Mastered (5)
Documentation			
2-AP-10 Use flowcharts and/or pseudocode to address complex problems as algorithms.	Incomplete flowcharts.	Flowcharts provided for each process.	Flowcharts provided for each process. Evidence of revisions and improvements made.
Algorithms and Programming			
2-AP-11 Create clearly named variables that represent different data types and perform operations on their values.	No variables; variables not named appropriately.	Variables used and named correctly in most instances.	Variables are used and named correctly in each process as needed.
2-AP-13 Decompose problems and subproblems into parts to facilitate the design, implementation, and review of programs.	Code is not organized or readable. No comments.	Code is sometimes organized into problems and subproblems in order to make it organized and readable. Comments used inconsistently.	Code is decomposed into problems and subproblems, making it easy to follow and read. Comments are clear and easy to understand.
Collaboration			
2-AP-18 Distribute tasks and maintain a project timeline when collaboratively developing computational artifacts.	Unequal contributions from each team member; project not completed by deadline.	Somewhat equal contributions from each team member. Project completed on time, but may have needed revisions past deadline.	Team members contributed equally; project completed on time.
Debugging			
2-CS-03 Systematically identify and fix problems with computing devices and their components.	Code bugs not identified; little or no documentation of fixes.	Code bugs mostly identified and fixed; adequate documentation of fixes.	Code bugs identified and fixed; extensive documentation of fixes.