Name:



**MISSION 10   
REMIX LOG**

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| --- | --- |
| **Pre-Mission Preparation** | |
| Mission 10 introduced a way to use the computer clock. You used it for timing your reaction to a light by pressing a button. Besides a light, what else could you use the computer clock for? What else can you measure your reaction to? |  |
| **Remix Step 1: Review your code from Mission 10** | |
| Mission 10: Reaction Tester  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 functions will you need? *You do not need to fill in every line, or you can add more.*  *You do not need to fill in every line, or you can add more.* | |  |  | | --- | --- | | Function Name | What it will do: | |  |  | |  |  | |  |  | |
| What buttons will you use in the project? *You do not need to fill in every line if you won’t use all the buttons.* | |  |  | | --- | --- | | Button | What it will be programmed to 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 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** | |
| How did you use a function in your remix project? |  |
| Is your final project what you planned it to be, or did you change the project as you worked on it? Explain what you first thought of, and what you ended up with. |  |
| What did you learn from this remix project? |  |