FIRIA LABS — MISSION 9 REMIX LOG

Pre-Mission Preparation

Mission 9 introduced functions, parameters, and arguments. What is a

function? _____

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What is the difference between a parameter and an argument?

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Remix Step 1: Review your code from Mission 9

Mission 9: Game Spinner What does this program do?

_____

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_____

What programming concepts and skills did you learn and use?

_____

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Remix Step 2: Describe what your remix project will do:

_____

_____

Remix Step 3: Plan your code. What functions, variables, lists and buttons will you use in the project? You do not need to fill out every line.

Variable Name	What it will be used for

First list name:	
Items in list	
Second list name:	
Items in list	

Function name	What it will do

Button	What it will be programmed to do:

Remix Step 4: Write your code.

Go to the sandbox to write your code. Write just a few lines at a time and test often.

Remix Step 5:   Peer Feedback Form

Name of student completing the form: _____

What do you like about the program -- be specific:

_____

_____

_____

Give at least one suggestion. Begin with "What if..." or "Maybe you could..."

_____

_____

_____

Peer or Programmer feedback form

What do you like about the program -- be specific:

_____

_____

_____

What do you want to improve, change or add?

_____

_____

Post-Mission Reflection

How did you use functions in your remix project?

_____

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What did you learn about programming from this remix project?

_____

_____

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What did you learn about yourself from this remix project?

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