



Pre-Mission Preparation

In the last mission, the person running the program had control over what happened. Sometimes values need to be random. What are some examples of when you might need something random?

Answers will vary. Possible answers:

- Video games – location of objects or characters
- Random youtube video
- Random selection of a student in class
- Random game show categories or questions
- Casinos or lottery ticket numbers

Mission Objective #4

What are some things you remember about using CodeX buttons?

Answers will vary. Possible answers:

- There are 6 buttons you can program
- There are two ways to check for a button press
- Use button press in a condition for True / False
- Use a button press for branching, to change the flow of a program

What are some things you remember about loops?

Answers will vary. Possible answers:

- Loops repeat a block of indented code
- Two types of loops: for and while
- An infinite loop goes on continuously
- You can break out of a loop using “break”
- A while loop continues as long as a condition is true
- A for loop uses a range for iteration

Mission Objective #5

What question do you want the answer bot to answer (what is your topic)?

Answers will vary – individual by student

What possible answers will you put in your list?
(add more bullets as needed)

Answers will vary – dependent on topic above

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Post-Mission Reflection

What are some coding projects you are interested in that might use random numbers or random items from a list?

Answers will vary

What is one error that you made in coding today? How did you fix it?

Answers will vary