


<b>Final Project Planning Guide</b>	Name:											
Other team members:												
<b>Remix Step 1: Review your code from the mission pack</b>												
What programs / missions were your favorite? What did you like about them?												
What programming concepts do you feel you understand the most?												
What programming concepts do you need help with?												
<b>Remix Step 2: Final Project Concept</b>												
Look over the extensions from your favorite projects. Discuss with your team. Then decide what you want to do for the final project that will both interest and challenge you. Describe what your final project will do:												
<b>Remix Step 3: Plan your code. What variables will you use in the project?</b> Fill out the charts below. Use another piece of paper to design your program with a flowchart or pseudocode.												
What variables, constants and lists will you use in the project? Fill in the chart. You do not need to fill in every line, or you can add more.	<table border="1" data-bbox="589 1539 1498 1854"> <thead> <tr> <th data-bbox="589 1539 865 1602">Variable / List Name</th> <th data-bbox="865 1539 1498 1602">What it will be used for:</th> </tr> </thead> <tbody> <tr> <td data-bbox="589 1602 865 1665"></td> <td data-bbox="865 1602 1498 1665"></td> </tr> <tr> <td data-bbox="589 1665 865 1728"></td> <td data-bbox="865 1665 1498 1728"></td> </tr> <tr> <td data-bbox="589 1728 865 1791"></td> <td data-bbox="865 1728 1498 1791"></td> </tr> <tr> <td data-bbox="589 1791 865 1854"></td> <td data-bbox="865 1791 1498 1854"></td> </tr> </tbody> </table>		Variable / List Name	What it will be used for:								
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What functions will you write? Describe each one.	Function name	What it will do

What buttons will you use, and what will happen when pressed?	Button	What will happen:

What peripherals will you need for the final project?	Peripheral	Purpose

**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	<ul style="list-style-type: none"> <li>• Make sure your code is readable by adding blank lines</li> <li>• Add comments to explain sections of code</li> </ul>
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**Peer feedback:** Get feedback from two (or more) people.

Peer Review #1 Name:	
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Go through the rubric. Are all requirements met? If not, list any missing criteria.	
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<p>What do you like about the program – be specific!</p>	
<p>Give at least one suggestion. Begin with “what if” or “maybe you could”</p>	
<p>Peer Review #2 Name:</p>	
<p>Go through the rubric. Are all requirements met? If not, list any missing criteria</p>	
<p>What do you like about the program – be specific!</p>	
<p>Give at least one suggestion. Begin with “what if” or “maybe you could”</p>	
<p>Review the comments. Then take time to improve or add to your project.</p>	
<p><b>Post-Mission Reflection</b></p>	
<p>What missions did you base your final project from? Why?</p>	

<p>What do you like most about programming?</p>	
<p>What do you find the most challenging about programming?</p>	
<p>What do you see as the impact of digital technologies? Discuss how it can affect people's everyday activities or career options. Discuss issues of bias, accessibility, and equity. What are ways to maximize the benefits and minimize the harmful effects?</p>	
<p>How have your attitudes or feelings about computer science changed during this mission pack?</p>	