Name:	Unit 2 Remix Project Planning Guide

Remix Step 1: Review your code from Mission 5 and 6

Mission 5: Dance Bot What does this program do? What programming concepts did you learn and use in each mission?	
Mission 6: Robot Metronome What does this program do? What programming concepts did you learn and use in each mission?	

Remix Step 2: Remix Project Concept

Look over the remix suggestions. Discuss with a partner. Then decide what you want to do for your remix project. Describe your remix project:	

Remix Step 3: Plan your code. What variables will you use in the project?
Fill out the charts below. Use another piece of paper to design your program with an algorithm.

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 buttons will you use, and what will happen when pressed?

Button	What will happen:

What functions will you write? Describe each one.		
	Function name	**What it will do**

What information will you store in a list? How will it be used?		
	List name	**Information stored**

Your program also needs to turn on/off LEDs and play tones. Use the space for planning.	

Remix Step 4: Write your code

Start a new file. Use the sandbox when you write the code. Write just a few lines at a time and test often. You can choose which 3D environment you want for the remix project.

Remix Step 5: Commenting and feedback

Documentation	● Make sure your code is readable by adding blank lines ● Add comments to explain sections of code

Peer feedback: Get feedback from two (or more) people. You can be one of the peer reviewers.

Peer Review #1 Name:	
Go through the checklist. Are all requirements met? If not, list any missing criteria.	
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:	
Go through the checklist. Are all requirements met? If not, list any missing criteria	
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	
What did you change in your project after reading the feedback?	
What did you learn about yourself from completing this project?	

Unit 2 Remix Project Rubric Checklist:

- ☐ Filename is descriptive
- ☐ Uses at least one while or for loop
- ☐ Uses an infinite loop for continuous execution
- ☐ Turns on and off at least one LED
- ☐ Plays a sound
- ☐ Uses one or two buttons as input
- ☐ Defines and calls at least one function
- ☐ Uses at least one list
- ☐ Uses at least one Boolean variable as a toggle
- ☐ Code follows programming conventions of comments, readability, indenting, and capitalization
- ☐ Code runs with no errors