

**Self** - A checklist for each student to complete

**Name:**

Learning Goal	😊
I recognize that testing out different approaches to problems and learning from mistakes is an important part of the learning process. <i><b>I keep trying and make changes as part of how I code.</b></i>	
I have written and tested code that contains event counters and sub-programs. <i><b>I can explain how these work, why they are useful, and how to make them efficient.</b></i>	
<i><b>I have remixed projects and can explain how my changes affected the outcomes and improved efficiency.</b></i>	

**Peer** - Constructive comments made on peer projects

Project Name and Creator	My constructive comments about a classmate's project - 2 stars ☆ ☆ and a wish
	<div>☆</div> <div>☆</div> <div>wish</div>
	<div>☆</div> <div>☆</div> <div>wish</div>

**Reflections:**

**Teacher** - Curriculum related rubric to assess expectations - 1 SEL, 3 coding, 1 Math

Attempts and progress...	Expectation	Exceeded by...	Observations
	A1.3 maintain positive motivation and perseverance		
	C3.1 write and execute efficient code, including code that involves events influenced by a defined count and/or sub-program and other control structures		
	C3.2 read and alter existing code, including code that involves events influenced by a defined count and/or sub-program and other control structures		
	C3.2 describe how altering the existing code affects the outcomes and the efficiency of the code		
	B2. use knowledge of numbers and operations to solve mathematical problems		

**Comments:**