


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

**Name:**

<b>Learning Goal</b>	
I recognize that testing out different approaches to problems and learning from mistakes is an important part of the learning process. <b><i>I keep trying and make changes as part of how I code.</i></b>	
I have written and tested code that contains conditional statements, like true/false, as well as control structures, like if-then-else statements. <b><i>I can explain how these work and how to make them efficient.</i></b>	
<b><i>I have remixed projects and can explain how my changes affected the outcomes and improved efficiency.</i></b>	

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

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

**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 efficient code that involves conditional statements (i.e. true/false) and other control structures (i.e. if-then-else)		
	C3.2 read and alter existing code that involves conditional statements (i.e. true/false) and other control structures (i.e. if-then-else)		
	C3.2 describe how altering the code affects the outcomes and efficiency of the code		
	B2. use knowledge of numbers and operations to solve mathematical problems		

**Comments:**