

Name _____ Date ____/____/____

Project

Algorithm written in pseudocode

I can (*circle the skills you have demonstrated or write in any other skills*)

Create a prompt

- user enters heads or tails

Run a test for random numbers

- check the output

Create a random number

- 0 or 1

Use a string

- prompt text
- response to user input

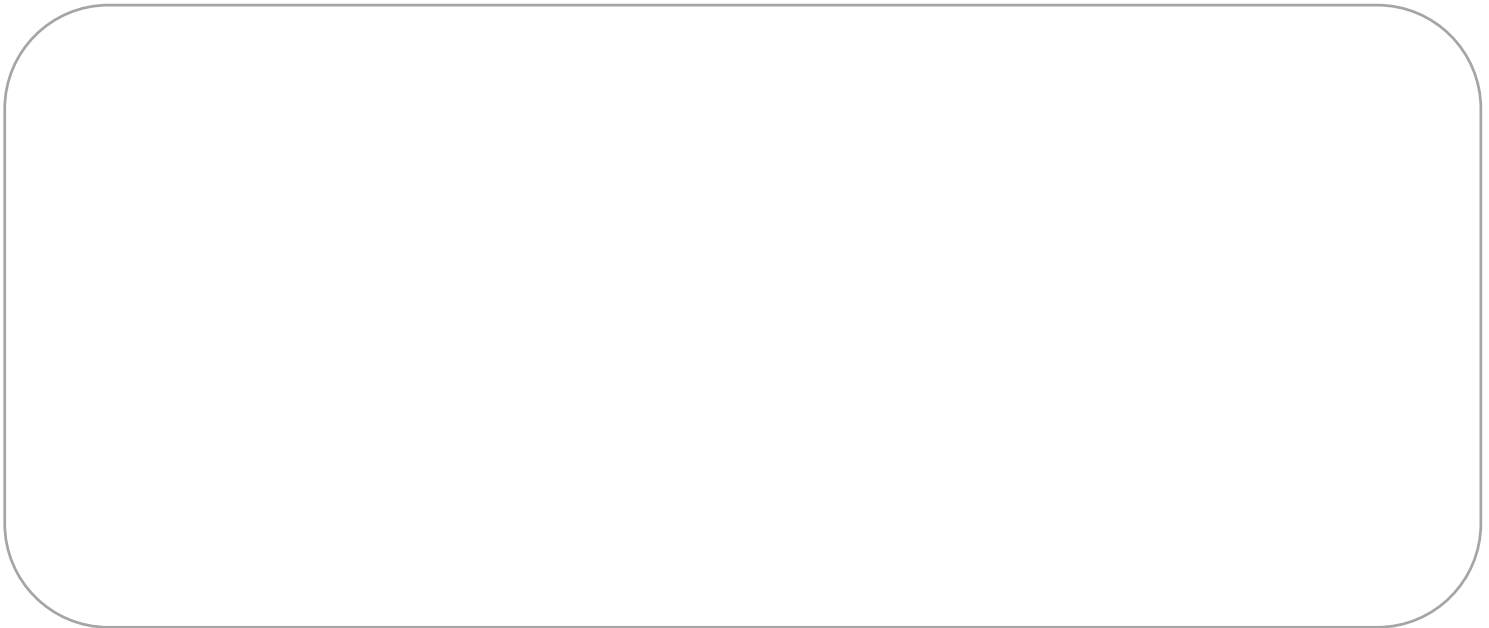
Declare and assign a variable

- variable for user input: heads or tails

Use if/ else statements

- two options depending on user input for heads or tails

A screen capture of my code and what displays onscreen selecting 'Run'



Read the following rubric.

Circle the description that best describes your programming on this project.

1 point	2 points	3 points	4 points
<p>I created the program but needed a lot of guidance and help from others.</p> <p>I have learned up to 2 new programming skills and identified these skills using the 'I can' statements.</p>	<p>I created the program with a little help from others.</p> <p>I have learned up to 3 new programming skills and identified these skills using the 'I can' statements.</p>	<p>I created my own program following suggested steps. When I got stuck I sought help.</p> <p>I have described clearly the challenges I had and how I overcame them.</p> <p>I have learned up to 5 new programming skills and identified these skills using the 'I can' statements.</p>	<p>I created my own program. When I got stuck I sought help. I also helped others when they got stuck.</p> <p>I have described clearly any challenges I had and how I overcame them.</p> <p>I have learned or used more than 5 programming skills and identified these skills using the 'I can' statements.</p>

What three things have learned about programming with JavaScript?

Scratch program

A guessing game built in Scratch.

For the Scratch project and code refer to [Head or tails?](#)

