Heads or	Tails:	Assessment:	Self-Assessment
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Name \_\_\_\_

Project

\_\_\_\_\_ Date \_\_\_\_/\_\_\_\_

Algorithm written in pseudocode

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

Create	а	pro	mp	t
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- user enters heads or tails

## Create a random number

- 0 or 1

## Declare and assign a variable

- variable for user input: heads or tails

Run a test for random numbers

- check the output

Use a string

- prompt text -response to user input

## Use if/ else statements

- two options depending on user input for heads or tails

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

What three things have learned about programming with JavaScript?

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Scratch program

A guessing game built in Scratch.

For the Scratch project and code refer to Head or tails?

Heads or tails?	Scripts Costumes Sour	nds See project page
ComputerPick Tells answer Heads Heads or tails?	Motion         Events           Looks         Control           Sound         Sensing           Pen         Operators           Data         More Block	ks clicked
	move 10 steps turn (* 19 degrees turn ') 19 degrees point in direction 90 point towards mouse-pointer	forever ask Heads or tails? and wait set computerPick = to pick random () to () if computerPick = () then set computerPick = () then set computerPick = () then set computerPick = () then
x: -153 y: 180 Sprites New sprite: • / 🖆 🔯	go to x: 0 y: 0 go to mouse-pointer glide 0 secs to x: 0 y: 0 change x by 10	il answe = computerPick then say You guessed it! for @ secs else say Try again! for @ secs

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