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

Project

Algorithm written in pseudocode

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

**Run a test for random numbers**

- check the output

**Create a prompt**

- user enters heads or tails

**Use a string**

- prompt text

-response to user input

**Create a random number**

- 0 or 1

**Use if/ else statements**

- two options depending on user input for heads or tails

**Declare and assign a variable**

- variable for user input: 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 and identified these skills using the ‘I can’ statements. | I created the program with a little help from others.  I have learned up to 3 new programming skills and identified these skills using the ‘I can’ statements. | I created my own program following suggested steps. When I got stuck I sought help.  I have described clearly the challenges I had and how I overcame them.  I have learned up to 5 new programming skills and identified these skills using the ‘I can’ statements. | I created my own program. When I got stuck I sought help. I also helped others when they got stuck.  I have described clearly any challenges I had and how I overcame them.  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?](https://scratch.mit.edu/projects/241328391/#editor)



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