



<b>Unit 1 Remix Project</b>	<b>Time Frame:</b> 2-3 hours
<b>Remix Project Goal:</b> Students will use the skills and concepts they learned in Missions 1, 2 and 3 to create their own project.	<b>Remix Project Outline:</b> Follow the five-steps of the design process to design a remix project (see Remix 1 Project Planning Guide).
<b>Remix 1 Project Assessment Opportunities</b> <ul style="list-style-type: none"><li>● Remix 1 Project Planning Guide</li><li>● Peer reviews / Gallery walk</li><li>● Remix 1 Project Rubric and/or Checklist</li><li>● Submit Remix 1 Program</li></ul>	<b>Mission 1, 2, and 3 Summative Assessment</b> <ul style="list-style-type: none"><li>● Unit 1 Review Questions</li><li>● Mission 1 Review Questions</li><li>● Mission 2 Review Questions</li><li>● Mission 3 Review Questions</li></ul>
<b>Supplementary Materials</b> (available at <a href="https://resources.firialabs.com">resources.firialabs.com</a> ) <ul style="list-style-type: none"><li>● Unit 1 Remix Project Slides</li><li>● Unit 1 Remix Project Planning Guide – includes space for 2 peer reviews</li><li>● Optional: Peer Review Form</li><li>● CodeAIR Remix Mastery Rubric</li><li>● CodeAIR Remix Standards Rubric</li></ul>	
<b>CSTA Standards</b> <p>The Unit 1 Remix Project covers the standards for Mission 2 and Mission 3. In addition, the remix gives students an opportunity to work collaboratively in a team. These additional standards are met when students work collaboratively in teams and incorporate feedback from users.</p> <ul style="list-style-type: none"><li>● 3A-AP-19: Systematically design and develop programs for broad audiences by incorporating feedback from users.</li><li>● 3A-AP-22: Design and develop computational artifacts working in team roles using collaborative tools.</li><li>● 3A-AP-23: Document design decisions using text, graphics, presentations, and/or demonstrations in the development of complex programs.</li><li>● 3B-AP-17: Plan and develop programs for broad audiences using a software life cycle process.</li><li>● 3B-AP-20: Use version control systems, integrated development environments (IDEs), and collaborative tools and practices (code documentation) in a group software project.</li></ul>	
<b>Teacher Notes</b> <ul style="list-style-type: none"><li>● The slides can be used to introduce the remix project and give students ideas for their own project.</li><li>● The planning guide can be given digitally.</li><li>● You can use the checklist or a rubric for assessment. They can all be modified to fit your needs and expectations.</li><li>● You can modify the rubric checklist if there are things you don't want to require, or if there are other requirements you want to add.</li><li>● Two rubrics are provided. Both may include standards or requirements that are not covered in Unit 1. You can modify the rubrics as needed.</li></ul>	<b>Unit 1 Remix Project Rubric Checklist</b> <ul style="list-style-type: none"><li><input type="checkbox"/> New file is used and filename is descriptive</li><li><input type="checkbox"/> Define and use a constant</li><li><input type="checkbox"/> Define and use a variable</li><li><input type="checkbox"/> Turns on at least one blue LED</li><li><input type="checkbox"/> Turns on at least one pixel LED</li><li><input type="checkbox"/> Uses a sleep delay one or more times</li><li><input type="checkbox"/> Uses a while loop</li><li><input type="checkbox"/> Uses a for loop</li><li><input type="checkbox"/> Plays at least two notes using the speaker</li><li><input type="checkbox"/> Is different from required programs</li><li><input type="checkbox"/> Includes comments and whitespace for readability</li><li><input type="checkbox"/> Code runs with no errors</li></ul>