



Unit 2 Remix Project	Time Frame: 2-3 hours
Remix Project Goal: Students will use the skills and concepts they learned in Missions 4 and 5 to create their own project.	Remix Project Outline: Follow the five-steps of the design process to design a remix project (see Remix 2 Project Planning Guide).
Remix 2 Project Assessment Opportunities <ul style="list-style-type: none">● Remix 2 Project Planning Guide● Peer reviews / Gallery walk● Remix 2 Project Rubric and/or Checklist● Submit Remix 2 Program	Unit 2 Summative Assessment <ul style="list-style-type: none">● Unit 2 Review Questions● Mission 4 Review Questions● Mission 5 Review Questions
Supplementary Materials (<i>available at resources.firialabs.com</i>) <ul style="list-style-type: none">● Unit 2 Remix Project Slides (slides)● Unit 2 Remix Project Planning Guide – includes space for 2 peer reviews● Optional: Peer Review Form● CodeAIR Remix Mastery Rubric● CodeAIR Remix Standards Rubric	
CSTA Standards <p>The Unit 2 Remix Project covers the standards for Mission 4 and Mission 5. 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">● 3A-AP-19: Systematically design and develop programs for broad audiences by incorporating feedback from users.● 3A-AP-22: Design and develop computational artifacts working in team roles using collaborative tools.● 3A-AP-23: Document design decisions using text, graphics, presentations, and/or demonstrations in the development of complex programs.● 3B-AP-17: Plan and develop programs for broad audiences using a software life cycle process.● 3B-AP-20: Use version control systems, integrated development environments (IDEs), and collaborative tools and practices (code documentation) in a group software project.	
Teacher Notes <ul style="list-style-type: none">● The slides can be used to introduce the remix project and give students ideas for their own project.● The planning guide can be printed for each team (PDF) or given digitally (DOC).● You can use the checklist or a rubric for assessment. They can all be modified to fit your needs and expectations.● 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.● Two rubrics are provided. Both may include standards or requirements that are not covered in Unit 1. You can modify the rubrics as needed.	Unit 2 Remix Project Rubric Checklist <ul style="list-style-type: none"><input type="checkbox"/> New file is used and filename is descriptive<input type="checkbox"/> Use at least one variable<input type="checkbox"/> Turns on at least one blue LED<input type="checkbox"/> Turns on at least one pixel LED<input type="checkbox"/> Uses at least one loop<input type="checkbox"/> Uses at least one if statement<input type="checkbox"/> Moves the drone using flying statements<input type="checkbox"/> Uses data from at least one sensor<input type="checkbox"/> Has a purpose and is different from required programs<input type="checkbox"/> Includes comments and whitespace for readability<input type="checkbox"/> Code runs with no errors