***Documentation Packet [ 05 30 09 22 ] Sept. 30th, 22***

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| Student Name: |  |
| Goals:  1. Upgrade Class Furniture 2. Learn about Pseudocode 3. Practice Scrum meetings with consultant 4. Contribute to Formbar Project 5. Practice gaining new skills with web searches | Events:  1. Weekly Review, Sept. 26th 2. Intervention, Sept. 28th 3. Special Guest, Sept. 28th 4. OAC Meeting, Sept. 28th 5. Print DocPacs, Sept. 29th 6. Pictures @ 10:30, Sept. 30th 7. DocPac Due Sept. 30th |
| Included Documentation  1. [S] Weekly Contribution 2. [J] Pseudocode Practice 3. [J] Button Masher Game 4. Desktop Mount Installation 5. Reflection | Required Documentation:  1. [S] Weekly Contribution 2. Desktop Mount Installation 3. [J] Pseudocode Practice 4. [J] Button Masher Game 5. Reflection |
| Changes/Notes:  1. **Continue to merge the upstream/main into your main daily.** | |

# [J] Pseudocode Practice

1. Copy the “Pseudocode Practice.docx” to “FirstnameLastname.docx” in the “Pseudocode” folder of this DocPac
2. Complete the new copy of the worksheet
3. Commit your changes and open a pull request from your fork/branch to the DocPac Repo’s main branch

# [J] Button Masher Game

1. Follow the instructions in “Button Masher Game.docx”
2. Save the HTML file as “FirstnameLastname.html” in the Button Masher folder.
3. Commit your changes and open a pull request from your fork/branch to the DocPac Repo’s main branch

# [S] Weekly Contribution

You must contribute for the csmith1188/formbar and document your contribution. A contribution is considered to be:

* Serious contribution to a issue, discussions, or documentation
* Advanced an issue that was stalled
* Fixed an issue (by solving)
* Completed a "section" or feature in documentation
* Detailed and ACCURATE comments on one module / file
* Expanded details on a "section" or feature
* Provide an idea in a discussion that is accepted as part of the project
* Performing an action that allows you to complete a card in a Project

In the box below, write the Issue #, Discussion #, PR #, or any relevant information that can easily point me to your work for grading

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# Reflection

**What is the importance and consequence of leaving an impression on other professionals?**

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**How do you think the way you treat your workspace affects others in the school?**

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**What is “networking” and how does it apply to your future career? What are good ways you can begin building your network now?**

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| 100% | You went above and beyond expectations. You applied knowledge that was not taught in this class in addition to what was taught. |
| 100% | You performed as well as can be expected for this class. You show a complete understanding and made no mistakes. You have mastered the subject. |
| 90% | Assignment is complete. You show a good understanding of the subject, but there are mistakes or minor incorrect details. You are ready to move to new subjects. |
| 80% | You show and understanding of the subject, but there are serious errors, or there are pieces you can practically use without understanding them. Remediation needed. |
| 70% | Assignment is incomplete but/or you showed that you understand at least the fundamentals of the subject. Assignment is low effort. Serious need of remediation. |
| 60% | You show minimum effort, assignment is incomplete, or have serious mistakes. You did not demonstrate that you understand the content or purpose of the submission. |
| 0% | The work was not submitted, damaged, seriously incorrect, or unprofessional. The submission is rejected. |

## [S] Weekly Contribution

## Desktop Mount Installation

## [J] Button Masher Game

## [J] Desktop Mount Installation

## Reflection