***Documentation Packet [ 15 16 12 22 ] Dec 16th, 22***

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| Student Name: |  |
| Goals:  1. Take care of responsibilities before the holiday break | Events:  1. 8th Grade Tours, Mon-Fri 2. Career Objective Forms 3. CIW Test, Fri |
| Included Documentation  1. Weekly [Contribution / Study] 2. Bounty Board 3. PokePucks Canvas Game 4. Reflection | Required Documentation:  1. Weekly [Contribution / Study] 2. Reflection |
| Changes/Notes:  * None | |

# Weekly Study

* You need to complete the ***Debugging and Troubleshooting JavaScript*** and ***Controlling Program Flow in JavaScript*** chapters of ***uCertify CIW: Javascript Specialist*** this week.
* Run through the flashcards until you get all of them right each time (honor system).
* Quizzes must score equal to or higher than 90% to be "complete".
* You must complete all mini-activities in the lessons, including knowledge checks.
* Each time there is a Lab in the coursework, you must complete that lab.
  + Create a new directory in this DocPac called “CIWLabs/FirstnameLastname”.
  + Create an additional folder inside the above directory for each chapter.
  + All lab htm/html files should be in this directory.
  + Do not use subdirectories unless the lab requires the files to be separated from other labs.
* When complete, commit your changes and open a Pull Request to the remote DocPac repo.

# Bounty Board

Refer to the Bounty Board in class. You may complete any of the tasks on the board for rewards. If you do, write them in the box below and inform the instructor. If you have teammates working on the same bounty, also write their names in the box.

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# [J] PokePucks Canvas Game

I’m working on a digital pokepucks game. I’d like it to be easy to put on the formbar and add websockets later, so I chose to make it a Javascript game. If you would like to work on it, I will pay pogs for accepted pull requests into <https://csmith1188.github.io/>.

Also feel free to start a discussion in the discussion tab, or add new issues.

# Reflection

**What is one technique you learned in your coding this week, and what kinds of things can you use it for (the more specifics the better) ?**

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**What was a challenge to your time management this week, and what can you do to avoid it in the future (specific plan) ?**

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**What opportunities did you take advantage of in school this week? How do you think it will benefit you in the future?**

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| 10 | You went above and beyond expectations. You applied knowledge that was not taught in this class in addition to what was taught. | * All assignments start at 9/10 possible points * 1 point is deducted per infraction   + Lateness   + Mistakes   + Unprofessionalism   + Not following instructions   + Etc. * Outstanding submission increase by 1 point and yield a pog. |
| 9 | 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. |
| 8 | 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. |
| 7 | 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. |
| 6 | 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. |
| 5 | 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. |

# Weekly Study

# DocPac/Reflection