

Your Names: _____
Today's Date: _____

DAILY PROGRAMMING LOG:

U2L1P1: Starting a Number Guessing Game

U2L1P2: Checking the Player's Guess

Today's Goals: (1) Create a script variable to store temporary data; (2) Understand that programmers can assign values to variables, more than once to the same variable, unlike students' previous experience with variables in algebra; (3) Use the **repeat until** conditional to control program flow; (4) Use the **ask** and **answer** blocks to manage text input.

(Summary) **Today WE/I worked on ...**

Programming Notes

Places WE/I Got Stuck/Slowed Down	How WE/I Resolved It
1.	1.

Our responses to the prompts in the lab

n/a

In the box below, write any questions that are still lingering that you'd like help to answer. Check in during Office Hours to ask the questions for quicker feedback.

Questions/Problems WE/I still have...