

Name _____ Date _____

Cultural Project Plan

1. What is the goal of your cultural project? In other words, what do you plan to create to represent your culture?
2. How will you know if it's successful?
3. Which concepts that we covered in this unit will you include in your coding?
4. What other concepts might you need to know in order to create your project?
5. Find some ideas and either draw them below or use images from an Internet search and paste them here.

Sketch: Sketch at least 3 ideas in the boxes on the left, and answer the questions on the right.

This image describes:	How does it represent your culture?
This image describes:	How does it represent your culture?
This image describes:	How does it represent your culture?

Culture Project Design

Use the P5 graph below to help you plan how you want to plot your shapes on your sketch. Use Pseudocode to help you design your project in steps here. Be sure to use comment style to help you decide what order your shapes will go in. Be as specific as you can.

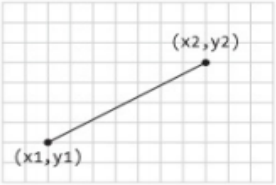
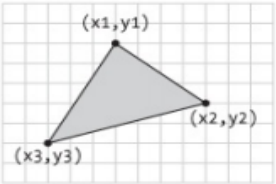
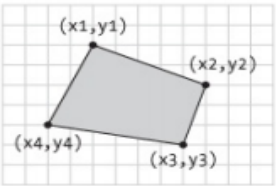
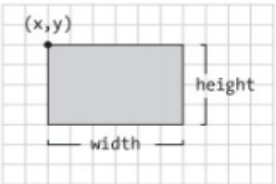
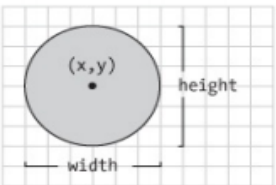
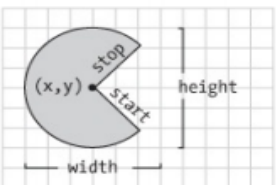
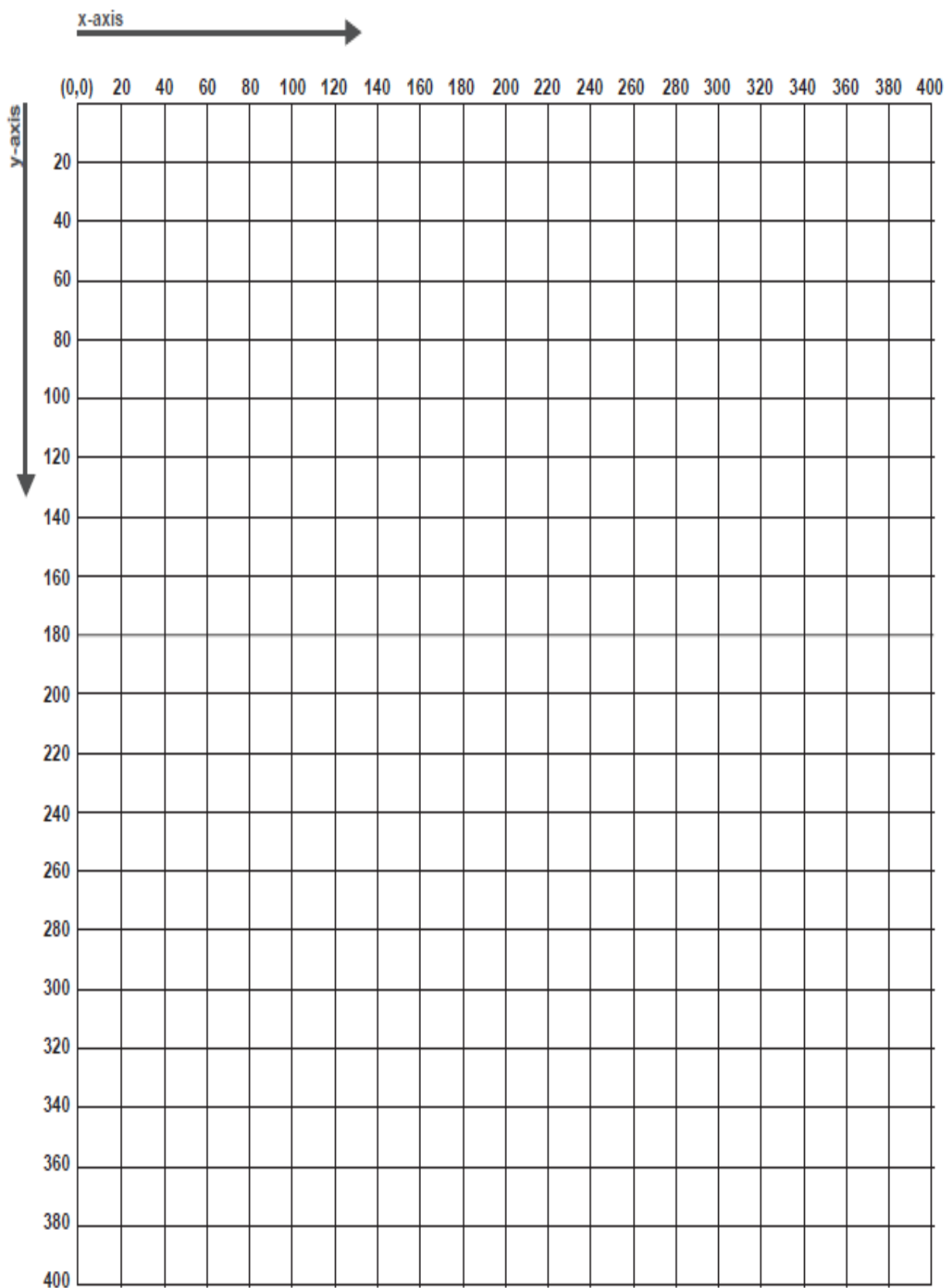
	<code>line(x1, y1, x2, y2)</code>
	<code>triangle(x1, y1, x2, y2, x3, y3)</code>
	<code>quad(x1, y1, x2, y2, x3, y3, x4, y4)</code>
	<code>rect(x, y, width, height)</code>
	<code>ellipse(x, y, width, height)</code>
	<code>arc(x, y, width, height, start, stop)</code>

Figure 3-1. Shapes and their coordinates

p5.js Shape Function Reference

Use the planning section from your cultural design worksheet to begin coding. For each shape or visual element you try to draw in p5, fill out the table below.

[illegible]



Self Reflection

1. Does the design meet the criteria in the rubric? Explain.
2. What do you like about the design? Name the parts that are successful:
3. What parts of the design are unclear or visually confusing?
4. If your design doesn't meet the criteria in the rubric, what do you need to add? If it does meet the criteria, what can be changed to improve the design?

Improve

List what you need to change to meet the rubric's criteria. If you have met the criteria, choose 1 - 3 design aspects to improve:

Peer Feedback

Name	What do you really like about the project?

Name	What would you improve? Give a suggestion.

Name	What is one question you have about the project?

Self-Reflection

1. What were the most successful parts of your project? Review the **Peer Feedback** sheet to help you answer.

2. What parts of your project could be improved? Review the **Peer Feedback** sheet to help you answer.

3. When did you get stuck? What strategies did you use to get unstuck?

4. What is one thing you learned that you didn't know before you began this project?