**Animal Quiz**

**Concepts Learned:**

* **Functions**: The check\_guess() function breaks the code into manageable parts, teaching modularity and reusability.
* **Global Variables**: The score variable is global, giving experience in handling data across functions.
* **Loops**: The while loop provides multiple attempts for guesses, reinforcing iteration concepts.
* **Conditionals**: The if and else statements check if the guess is correct, teaching decision-making.
* **String Methods**: Using .lower() allows case-insensitive comparisons, introducing basic string manipulation.
* **Input and Output**: The program uses input() to gather user guesses and print() to give feedback, teaching interactivity.
* **Error Handling**: Multiple attempts are allowed for incorrect guesses, teaching the importance of user-friendly design.
* **Counters**: The attempt variable tracks how many guesses a user makes, reinforcing the use of counters.

Key Learning Outcomes:

* **Function design**: Breaking tasks into functions improves modular programming skills.
* **Global variables:** Understanding the scope of variables and when to use global data effectively.
* **Iteration**: Repeated guessing in a loop reinforces iterative programming concepts.
* **Conditional logic**: Using if statements teaches logical control within programs.
* **String manipulation**: Case-insensitive input processing improves handling of user input.
* **Interactive programming**: Gathering input and giving feedback enhances understanding of user interaction.
* **Defensive programming**: Providing multiple guess attempts builds skills in handling incorrect input gracefully.
* **Counters and loops**: Tracking attempts with a counter teaches students about iteration and control flow.