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ABPSY181  
PROGCON  
Reflection Paper #7

The hang of midterms week is still there, I must admit. However, the Kahoot quizzes made me feel like it’s time to be back on track for regular classes in PROGCON again. It’s always a fun time during Kahoot activities, as it doesn’t feel like an ordinary quiz, it’s graded but you’re having fun and not much pressure is present. What could be a better way to have a quiz, right?

We have been introduced to a newfound exciting activity that is Blockly Games. It reminds me of my Y8, Flonga, and Friv days, as the website has the same feel. It’s mostly about programming, yet it’s a fun game! It was enjoyable at the easy levels, since I can still complete the game, but as you level up it gets harder. However, when you get the hang of it, it’s really satisfying. At some point it was frustrating but once I complete it, it’s a good feeling. I was able to get to Level 10 for some of the games, at some, I decided to give up…for now. I told myself I’d come back to them and try to finish at a later time, but I decided to just pass it.

It was an awesome way of learning flowcharts! PROGCON classes always have something new in store for us and it’s something that I really appreciate, because it makes me anticipate for what’s to come even if programming is not in my forte.