**Student Activity Guide: For-loop Lab** Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Unit 3 Lesson 16

**Directions**

**Day 1:**

Create a program that draws an interesting image or images using a series of for-loops.

Model your work from the demonstration of drawing circles in the program ***for.js.***

At the end of the class period, record your progress, list questions you have, problems you encountered, and ideas for elaborating on the design in your journal or on this document.

**Day 2:**

Review the progress from the previous class period. Ask for assistance as needed to answer your questions or solve your problems.

Complete the design started during the previous class period.

Select your favorite image from the ones they created in the lesson.   
Classmates will view your creation and ask questions, and you will have a chance to view others and ask about the techniques they used to create the designs.

Write a self-assessment of your work. Include:

* Effective and extensive use of for-loops
* Your ability to explain to others how you created the designs
* Your work ethic
* Your ability to solve problems
* Your willingness to help others