Coding Journal: Aquarium Reflection

A coding journal can help you become a better programmer. You can use it to:

- celebrate your success
- track your progress
- record new ideas
- think about a problem
- express your feelings
- reflect on your learning

Answer the questions to write a coding journal entry about the fish tank project.

1. What do you like about the fish tank project?

2. You are just beginning to learn how to code using Scratch. What do you wish you could have done, but you did not know how?

3. You made an animated aquarium with swimming fish. List two other animated scenes that you would like to make:

4. Describe a problem you had to solve when you were coding the fish tank project. How did you fix it?
5. Rate how you feel about programming with Scratch. Why did you pick this score?

1. I dislike it a lot.
2. I do not like it.
3. It is okay.
4. I like it.
5. I love it.

6. When coding the fish tank project, you used many Motion blocks. Pick a block and explain how you used it.

- turn \(15\) degrees
- go to random position
- if on edge, bounce
- point in direction 90

7. When coding the fish tank project, you used many Control blocks. Pick a block and explain how you used it.

- wait 1 seconds
- forever
- if then

8. When coding the fish tank project, you painted a backdrop. Why would you draw your own backdrop instead of choosing one from the Library?