

TASK #3: WRITE A COMPUTER PROGRAM

Purpose:	Use your creativity, artistic, and coding skills to solve a future problem that people living on a space station might have.
Steps:	 Identify the problem you want to solve (housing, recycling, navigation, cleaning, choosing what to wear to meet a group of aliens, etc.) Using paper and pencil, plan out what the different parts of your program need to do Make a plan about what to do first, second, third, etc. Create your code Use scratch.mit.edu, trinket.io/python, studio.code.org/projects/applab/ or any other programming resource
Tips:	 You can make a simulation (for example, protecting a space station from asteroids) Before making big additions or changes to your code make a copy (backup) so you don't have to start over if you make a big mistake Don't be satisfied with your first version of the program. Once it works, think about how can you make it better. Show friends and family to get feedback.

Parent Corner:

- 1. Make sure they've completed the first step before actually beginning to write their code.
- 2. Help make sure everyone on the team contributes to the project.
- 3. They will need to share this program later so make sure it doesn't get deleted.