ame: Period:			
CS1: 5.2 Mad Libs	No (0)	Almost (1)	Yes! (2)
Title of Assignment			
Basic Requirements Complete challenges: sprite and backdrop 2/3 short sentences for a story use ask/answer pair to collect inputs. create variables to save answers. give variable clear and descriptive names use join and say, to tell story			
Computational thinking. Students discuss abstract concepts such creating a variable to hold a word.			
Standards/concept: 2-AP-13 Decompose problems into parts. Words abstracted from story. 2-AP-11 create clearly named variables Understanding of standards: • What did your variable store?			
 Did you name your variable descriptively? Did you notice that using a variable allowed you to tell lots of different store. 	ories?		

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