Unit 4 Lesson 1

Graph Paper Programming

Resources
Choose one of the images below. Don’t let your partner see which one you pick!

1) Write a program. (Use → ← ↑ ↓)

2) Trade this worksheet with a partner.

3) Draw! Follow your partner’s program:

Play Again!

1. Write a program. (Use → ← ↑ ↓)

2) Trade this worksheet with a partner.

3) Draw! Follow your partner’s program:
There are many options. Here are the most efficient.

Image 1

Image 2

Image 3

Image 4

Image 5

Image 6
You have just learned how to create algorithms and programs from drawings, and how to draw an image from a program that someone gives to you. During the lesson, you worked with other people to complete your activities. Now you can use the drawings and programs below to practice by yourself.

Use the symbols below to write a program that would draw each image.

Start here

Step 1 2 3 4 5 6 7 8 9 10
11 12 13 14 15 16 17 18 19 20

Start here

Step 1 2 3 4 5 6 7 8 9 10
11 12 13 14 15 16 17 18 19 20

Start here

Step 1 2 3 4 5 6 7 8 9 10
11 12 13 14 15 16 17 18 19 20

Now, read the program below and draw the image that it describes.
Use the symbols below to write a program that would draw each image.

- Move One Square Forward
- Move One Square Backward
- Move One Square Up
- Move One Square Down
- Fill in Square With Color

There are multiple options. Here are some good ones.

Now, read the program below and draw the image that it describes.
Unit 4 Lesson 2

Introduction to Online Puzzles

Resources
Unit 4 Lesson 3

Relay Programming

Resources
Sometimes when you are coding in groups, someone will make an error that will affect everyone.

Somebody has already written programs for the images below, but each one has a mistake! Figure out what the programs are supposed to look like, and circle the error in each one. Then, draw the correct symbol in the box beneath.

Each program should use the symbols to draw the image to its left.

Start here

Start here

Start here

Start here
Sometimes when you are coding in groups, someone will make an error that will affect everyone. Somebody has already written programs for the images below, but each one has a mistake! Figure out what the programs are supposed to look like, and circle the error in each one. Then, draw the correct symbol in the box beneath.

Each program should use the symbols to draw the image to its left.

- **Move One Square Forward**
- **Move One Square Backward**
- **Move One Square Up**
- **Move One Square Down**
- **Fill in Square With Color**

Start here

X

Start here

X

Start here

X

Start here

X

Name(s)_____________________________________ Period _____ Date ________________
Each program should use the symbols below to draw the program to its left.

```
   Start here
         X
```

```
Step 1  2  3  4  5  6  7  8  9  10
```

- **Move One Square Forward**
- **Move One Square Backward**
- **Move One Square Up**
- **Move One Square Down**
- **Fill in Square With Color**
Unit 4 Lesson 4

Debugging with Laurel

Resources
Relay Programming
Relay Image 1

Relay Programming
Relay Image 2
Unit 4 Lesson 5

Events in Bounce

Resources
Unit 4 Lesson 6

Build a Star Wars Game

Resources
Unit 4 Lesson 7

Dance Party

Resources
Dance Party Project Planning Guide

You are going to create your own dance party!
A more exciting dance will have lots of different parts. For each part of the song you choose, use
the space below to draw and explain what your dancers will be doing.

_____________________________________
_____________________________________
_____________________________________
_____________________________________

_____________________________________
_____________________________________
_____________________________________
_____________________________________

_____________________________________
_____________________________________
_____________________________________
_____________________________________
Unit 4 Lesson 8

Loops in Ice Age

Resources
Unit 4 Lesson 9

Drawing Shapes with Loops

Resources
Unit 4 Lesson 10

Nested Loops in Maze

Resources
Unit 4 Lesson 11

Conditionals with Cards

Resources
This program has you choose a card. If the card is red, your team gets a point. Else, the other team gets a point.

Sample program from above as pseudocode (like code, but in no particular language)

```plaintext
If (card.color == RED) {
    points.yours = points.yours + 1;
}

Else {
    points.other = points.other + 1;
}
```
Sample program as algorithm

If (CARD is RED)
    Award YOUR team 1 point

Else
    If (CARD is higher than 9)
        Award OTHER team 1 point
    Else
        Award YOUR team the same number of points on the card

This program has you choose a card. If the card is red, your team gets a point. Else, the card must be black. If your black card is higher than 9, then the other team gets a point, else your card must be black and lower than or equal to 9, and you get as many points as are on your card.

Sample program from above as pseudocode (like code, but in no particular language)

```plaintext
If (card.color == RED) {
    points.yours = points.yours + 1;
}

Else {
    If (card.value > 9) {
        points.other = points.other + 1;
    }
    Else {
        Points.yours. = points.yours + card.value;
    }
}
```
Conditionals with Cards
Assessment Activity

Look at the program below.

The steps below show each team taking turns to play the Conditionals Game. See if you can figure out what happens for each draw. Write down the score during each round along the way. After three rounds, circle the winner.

If (CARD is lower than 5)
  If (CARD is BLACK)
    Award YOUR team the same number points on the card
  Else
    Award OTHER team 1 point
Else
  If (CARD is HEARTS)
    Award YOUR team 1 point

Here’s how the game went:

<table>
<thead>
<tr>
<th>ROUND</th>
<th>TEAM #1</th>
<th>TEAM #2</th>
</tr>
</thead>
<tbody>
<tr>
<td>#1</td>
<td>3 ♠</td>
<td>7 ♥</td>
</tr>
<tr>
<td>#2</td>
<td>4 ♥</td>
<td>4 ♣</td>
</tr>
<tr>
<td>#3</td>
<td>9 ♣</td>
<td>5 ♦</td>
</tr>
</tbody>
</table>

End of Round Score

TEAM #1 ______ |
TEAM #2 ______ |

End of Round Score

TEAM #1 ______ |
TEAM #2 ______ |
Look at the program below.

The steps below show each team taking turns to play the Conditionals Game. See if you can figure out what happens for each draw. Write down the score during each round along the way. After three rounds, circle the winner.

If (CARD is lower than 5)
  * If (CARD is BLACK)
      Award YOUR team the same number points on the card
  Else
      Award OTHER team 1 point
Else
  If (CARD is HEARTS)
      Award YOUR team 1 point

Here’s how the game went:

<table>
<thead>
<tr>
<th>TEAM #1</th>
<th>End of Round Score</th>
<th>TEAM #2</th>
<th>End of Round Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>ROUND #1</td>
<td>3 ♠️</td>
<td>3</td>
<td>7 ♥️</td>
</tr>
<tr>
<td>ROUND #2</td>
<td>4 ♥️</td>
<td>3</td>
<td>4 ⚢️</td>
</tr>
<tr>
<td>ROUND #3</td>
<td>9 ⚢️</td>
<td>3</td>
<td>5 ♠️</td>
</tr>
</tbody>
</table>

(3 + 0 + 0) (1 + 1 + 4 + 0)

^ From team #1 in round #2
Unit 4 Lesson 12

If/Else with Bee

Resources
Unit 4 Lesson 13

While Loops in Farmer

Resources
Sample program as algorithm

If (CARD is RED)
    Award YOUR team 1 point

Else
    Award OTHER team 1 point

This program has you choose a card. If the card is red, your team gets a point. Else, the other team gets a point.

Sample program from above as pseudocode (like code, but in no particular language)

```
If (card.color == RED) {
    points.yours = points.yours + 1;
}

Else {
    points.other = points.other + 1;
}
```
Conditionals with Cards

Sample program as algorithm

If (CARD is RED)
   Award YOUR team 1 point

Else

   If (CARD is higher than 9)
      Award OTHER team 1 point

   Else
      Award YOUR team the same number of points on the card

This program has you choose a card. If the card is red, your team gets a point. Else, the card must be black. If your black card is higher than 9, then the other team gets a point, else your card must be black and lower than or equal to 9, and you get as many points as are on your card.

Sample program from above as pseudocode (like code, but in no particular language)

If (card.color == RED) {
   points.yours = points.yours + 1;
}

Else {
   If (card.value > 9) {
      points.other = points.other + 1;
   }
   Else {
      Points.yours. = points.yours + card.value;
   }
}

Unit 4 Lesson 14

Until Loops in Maze

Resources
Unit 4 Lesson 15
Harvesting with Conditionals

Resources
Unit 4 Lesson 16

Binary Images

Resources
Here are six images. Work with a partner to figure out how you can encode them into binary in such a way that another team can use the code to figure out what image you selected.

**DIRECTIONS**
1. Choose an image with your partner.
2. Figure out what your binary alphabet is going to be.
3. Encode your image using your new binary alphabet.
4. Trade your encoding with another team and see if you can figure out which picture they worked on.
5. Choose a Level
   * Easy: Let the other team know what your encoding method was
   * Tough: Have the other team guess your encoding method.
Match the image to the binary code that describes it. In order to get the images correct, you will need to figure out the binary alphabet for each encoding.

Image 1

A) ★★★★★★★★★★★★★★★★★★★★★★★★★★★

□ = ______________  ★ = ______________  This encodes image #____

B) ♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫𝄞𝄞♫♫♫∥

♫ = ______________  ♫ = ______________  This encodes image #____

C) ▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲علومات الإجابة: 

How do you know that your answers are correct?

______________________________________________________________

______________________________________________________________

______________________________________________________________
Binary Images
Assessment

Match the image to the binary code that describes it. In order to get the images correct, you will need to figure out the binary alphabet for each encoding.

All of the corners are white, so those tell us what is 1. After that, all you have to do is match the pattern in each code to the pattern of each image when you spell it out line by line.
Unit 4 Lesson 17

Binary Images with Artist

Resources
Unit 4 Lesson 18

Be A Super Digital Citizen

Resources
Digital Citizen Superhero

Directions
Follow each step to create a digital citizen superhero. This superhero will fight cyberbullying by being an upstander and a super digital citizen!

Step 1: Special Powers
What’s your superhero’s name?

What special abilities or qualities does your superhero have that helps her or him be an upstander?

How do these special powers help your superhero?

Step 2: Background Story
Every superhero has to have a background story. Where does your superhero come from? How did he or she become a superhero?

Why does he or she care about being an upstander?
Step 3: Draw your superhero.
GRADE 4: BE A SUPER DIGITAL CITIZEN

What Would a Super Digital Citizen Do? ✤

Directions: Part 1
Work with your partner to review the scenarios below. Then, write what a super digital citizen, or SDC, would do to be an upstander.

1. Oh, no! Someone spreads rumors about somebody else online. What would an SDC do?

________________________________________________________________________
________________________________________________________________________
________________________________________________________________________

2. Are you kidding? While playing a game, one player is writing insulting things to another player. What would an SDC do?

________________________________________________________________________
________________________________________________________________________
________________________________________________________________________

3. Unbelievable! Someone forwards a message that was meant to be private to someone else. What would an SDC do?

________________________________________________________________________
________________________________________________________________________
________________________________________________________________________
What Would a Super Digital Citizen Do? 😊

Directions: Part 2
Choose one of the problems from Part 1. Create a comic strip in which your superhero is an upstander against cyberbullying ... and saves the day! Use illustrations and captions to tell your story.

Title:
What Would a Super Digital Citizen Do?

Directions: Part 1
Work with your partner to review the scenarios below. Then, write what a super digital citizen, or SDC, would do to be an upstander.

1. Oh, no! Someone spreads rumors about somebody else online. What would an SDC do?
   A super digital citizen would comment on the rumors defending the person. He or she might tell their parents or a trusted adult at school about the rumors. He or she might reach out to the person being bullied and ask how they’re doing.

2. Are you kidding me? While playing a game, one player is writing insulting things to another player. What would an SDC do?
   A super digital citizen would report the user to the game moderator. He or she might tell their parents or a trusted adult. He or she might respond to the person writing insulting things and tell them to stop.

3. Unbelievable! Someone forwards a message containing private information to someone else. What would an SDC do?
   A super digital citizen would tell the person who received the private information to delete it. He or she would also tell the person who sent it that it is dangerous to send private information online and that he or she should be more careful. He or she might also tell a trusted adult.
What Would a Super Digital Citizen Do?

Directions: Part 2
Choose one of the problems from Part 1 and create a comic strip in which your upstanding superhero is called on to fight back against cyberbullying ... and saves the day! Use illustrations and captions to tell your story.

Title: Answers will vary.
Unit 4 Lesson 19
End of Course Project
Resources
You are going to code your own project! You might make a sports game, a Star Wars game, a dance party, or an amazing drawing.

Instructions

1. Look at the example projects on Code Studio to get ideas for what you can create!
2. A good project will have many different parts. Use the space below to draw and explain how your project will work or what your creation will look like at different points in time.
3. Make your project!