



Knowledge:

To understand the functionality of the direction keys.

To understand how to create and debug a set of instructions (algorithm).

To understand how to change and extend the algorithm list.

To know how to access peer challenges set by the teacher as 2dos.

To know how to undo their last move.

To know how to use the direction keys in 2Go to move forwards, backwards, left and right.

To know how to add a unit of measurement to the direction in 2Go Challenge 2.

To know how to move their character back to the starting point.

Vocabulary:

Direction: A course along which someone or something moves.

Forward: To move in the direction that one is facing or travelling.

Backwards: To move in the opposite direction to which one is facing.

Left turn: To move the object in an anti-clockwise direction.

Right turn: To move the object in a clockwise direction.

Rewind: Move back several steps or to the start.

Challenge: A task or situation that tests someone's abilities.

Debug: To find and remove errors from computer software or hardware.

Arrow: A mark or sign resembling an arrow, used to show direction or position.

Instruction: Information about how something should be done.

Algorithm: A precise, step-by-step set of instructions used to solve a problem or achieve an objective.

Undo: Cancel or reverse the instruction.

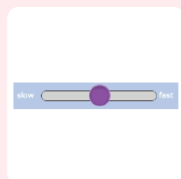
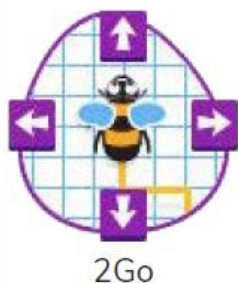
Lesson Sequence:

Lesson 1: I know how to use the direction keys to complete challenges.

Lesson 2: I know how to create and debug a set of instructions (algorithm).

Lesson 3: I know how to use the additional direction keys to create a new algorithm.

Lesson 4: I know how to change the background images in a chosen challenge and I can set/complete challenges for classmates.



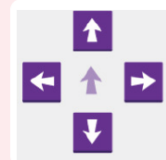
Change the speed in which the screen object moves



Rewind an instruction



Undo an instruction



Control the direction in which the object moves



Change the settings in 2Go