Geometry
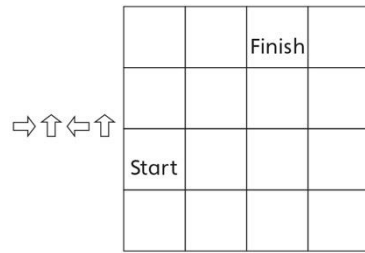
Master 45: Activity 20 Assessment
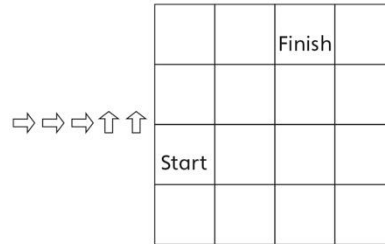## Coding on a Grid

Reading and Writing Code on Grids Behaviours/Strategies
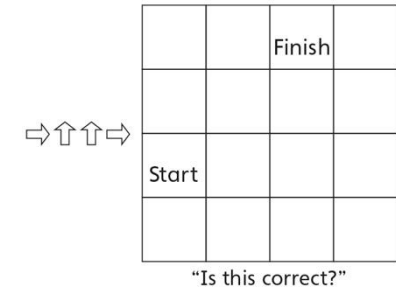
1. Student describes the movement from one location to another on a grid, but code is not accurate.	2. Student describes the movement from one location to another on a grid, but writes code by counting squares instead of steps, resulting in one extra arrow.	3. Student describes the movement from one location to another on a grid and accurately writes code, but struggles to check if partner's code is correct. "Is this correct?"

Observations/Documentation

4. Student describes the movement from one location to another on a grid and writes accurate code, but struggles to write code from memory. "How can I write the code without seeing the grid?"	5. Student describes the movement from one location to another on a grid and writes code from memory, but there are small mistakes.	6. Student describes the movement from one location to another on a grid and writes accurate codes, with and without seeing a grid.

Observations/Documentation