

Master 53: Activity 17 Assessment

Writing Code to Solve Problems

Writing Code to Solve Problems Behaviours/Strategies		
<p>1. Student writes code based on the target number, but the sum of the numbers in the code doesn't equal the target number.</p> <div style="border: 1px solid black; width: 40px; height: 20px; margin: 10px auto; text-align: center; line-height: 20px;">25</div> <p>"My code is: 5 + 10 + 15."</p>	<p>2. Student has difficulty writing code to represent the jumps on the number line.</p> <p>"Code for jumps? I don't know how to do that."</p>	<p>3. Student acts out the movement of the robot on the number line, but the robot does not land on the target number.</p> <p>"I followed the code to move my robot, but it didn't land on the target number."</p>
Observations/Documentation		
<p>4. Student writes code, but the robot does not land on the target number, instead of altering the code, the student starts over to write another code.</p> <p>"My robot didn't land on the target number. I've got to write the code again."</p>	<p>5. Student writes code based on the target number, but struggles to alter the code to avoid collisions.</p> <p>Robot A: $12 + 6 + 7$ Robot B: $9 + 9 + 7$</p> <p>"Let's follow the codes and see if the robots ever end up on the same number at the same time."</p>	<p>6. Student writes code based on the target number, alters the code to avoid collisions, and describes how the changes to the code affect the outcome.</p> <p>"I subtracted 1 from the first jump and added 1 to the third jump. Now we don't collide on the second jump and my robot still ends up on 25."</p>
Observations/Documentation		