

# Master 49: Activity 16 Assessment

## Effects of Altering Code

Reading, Writing, and Altering Code Behaviours/Strategies		
<p>1. Student reads the exercises in the code for the training routine, but does not read the code accurately.</p> <p>S2, LÜ 5, JR5...</p> <p>"It's the squats, running laps, jumping rope."</p>	<p>2. Student accurately reads code for the training routine, but has difficulty writing code to alter the routine.</p> <p>"Laps backward. I don't know what the code is for that."</p>	<p>3. Student accurately reads code for the training routine, but omits important information when writing code to alter the routine.</p> <p>JJ, JR, L, L, C</p>
Observations/Documentation		
<p>4. Student reads and writes code to alter the training routine and uses algebraic thinking to add movements so players can take breaks.</p> <p>"If I use a 'wait' move for this player, then the other player can use the weights."</p>	<p>5. Student reads and writes code to alter the training routine, then acts out the code to see if players finish at the same time.</p> <p>"Last time, I finished earlier. Let's act it out again."</p>	<p>6. Student reads and writes code to alter the training routine and uses visualization and equality concepts to check the code.</p> <p>"This player 'waits' when that player does crunches, so they finish at the same time."</p>
Observations/Documentation		