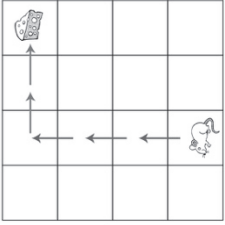
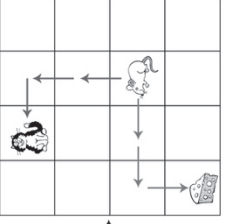
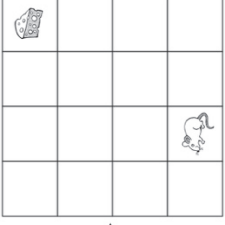


Master 73a: Activity 25 Assessment

Coding: Consolidation

Reading and Writing Codes Behaviours/Strategies		
<p>1. Student describes the movement from one location to another on a grid, but struggles to write it as a code.</p>  <p>1.f.f.2 ←</p>	<p>2. Student describes the movement from one location to another on a grid and writes code, but makes perspective errors.</p>  <p>2↓, 1 →</p>	<p>3. Student describes the movement from one location to another on a grid and writes code that is accurate in direction, but not in quantity.</p>  <p>4↑, 3 →</p>
Observations/Documentation		
<p>4. Student describes the movement from one location to another on a grid and writes accurate code, but starts over to make a code to avoid the cat.</p>	<p>5. Student describes the movement from one location to another on a grid and writes accurate code, but makes errors in where or how to adjust the code.</p>	<p>6. Student describes the movement from one location to another on a grid, reads and writes code, and accurately adjusts code to avoid cats.</p>
Observations/Documentation		

Master 73b: Cluster Assessment

Whole Class

Big Idea					Indicators from Learning Progression				
Curriculum Expectations addressed									
Student Names									
Student can make paths and write codes to describe them. (Activity 22)									
Student can write codes for movements on a grid. (Activities 23, 24, 25)									
Student can read code to move on a grid. (Activities 23, 24, 25)									
Student can write code from memory. (Activity 23)									
Student can write code using numbers and arrows. (Activities 24, 25)									
Student can identify the incorrect code amongst a group of codes. (Activity 24)									
Student can adjust a code to avoid an obstacle. (Activity 25)									
Student can write a code for someone who has a different perspective of the grid. (Activity 25)									

Master 73c: Cluster Assessment Individual

Name: _____

	Not Observed	Sometimes	Consistently
Makes paths and writes codes to describe them. (Activity 22)			
Writes codes for movements on a grid. (Activities 23, 24, 25)			
Reads code to move on a grid. (Activities 23, 24, 25)			
Writes code from memory. (Activity 23)			
Writes code using numbers and arrows. (Activities 24, 25)			
Identifies the incorrect code amongst a group of codes. (Activity 24)			
Adjusts a code to avoid an obstacle. (Activity 25)			
Writes a code for someone who has a different perspective of the grid. (Activity 25)			

Strengths:

Next Steps: