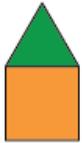


# Activity 16 Assessment

## Altering Code

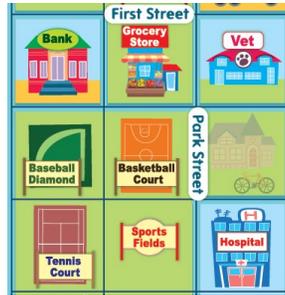
### Locating and Mapping Objects

Uses positional language to describe location



“The green triangle is above the orange square. The orange square is below the green triangle.”

Uses positional and directional language to locate objects on a grid map



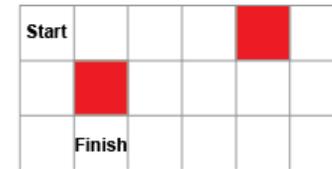
“The Grocery Store is 1 square up from the Basketball Court. The Bank is 1 square to the left of the Grocery Store.”

Describes the movement of an object from one location to another on a grid map



“To get from the Hospital to the Bank, I walk forward 2 squares to the Vet, then turn left and walk forward 2 squares.”

Writes code to move from Start to Finish on a grid



“From Start, move 2 squares right, 2 squares down, and 1 square left.”

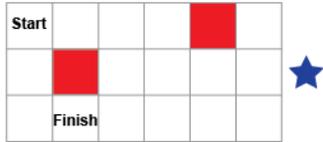
### Observations/Documentation

# Activity 16 Assessment

## Altering Code

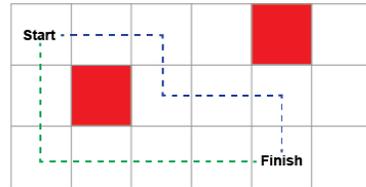
### Locating and Mapping Objects (con't)

Considers perspective to give directions and code efficiently and flexibly



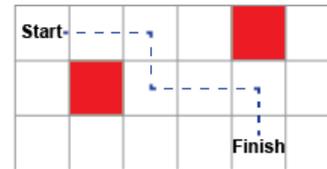
“My partner is looking at the grid from the right. So, from Start, move 2 squares down, 2 squares left, and 1 square up.”

Writes and executes code that involves concurrent events



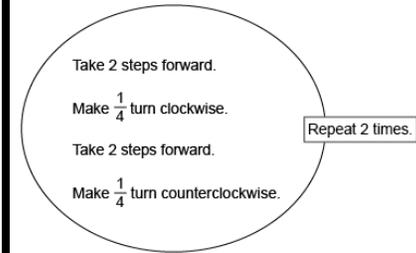
“I gave them different paths so they won't bump into each other.”

Uses loops to show repeated steps in a code



“Repeat 2 times: Move right 2 steps, then 1 step down.”

Flexibly reads and alters code to get desired outcome



“To make a square, all turns should be in the same direction.”

### Observations/Documentation