|  |
| --- |
| **Writing, Reading, and Altering Code on a Coordinate Grid** |
| Writes, reads, and alters code involving sequential events but struggles with perspective of dancers“They danced 2 steps forward, then a glide to the left. Or is it right? Which way are they facing now?” | Visualizes and predicts movements involving sequential events “I’m going to move 3 steps back, jump a turn clockwise, then glide 2 more steps forward. If I jump a turn counterclockwise first, then I could glide 2 steps forward, jump a turn counterclockwise, then move 3 steps forward. Either way, I’ll still end the dance at (1, 2).” | Tests the movement of two different characters at the same time involving concurrent events “Dancer A is going to glide 3 steps to the right. Dancer B is going to dance 2 steps back. Oops. They are on the same spot.” |
| **Observations/Documentation** |
|  |  |  |

|  |
| --- |
| **Writing, Reading, and Altering Code on a Coordinate Grid (cont’d)** |
| Visualizes the relative position of two characters involving concurrent events “If Dancer A dances 3 steps forward, then Dancer B can glide 1 step to the left first, then dance 3 steps back. That way they will be facing each other. But I will need to add a Criss Cross to Dancer A, so they are moving at the same time.” | Tests the repeated movement on a coordinate grid involving repeating and nested events “I wrote this dance code but when my partner acted it out, it didn’t work as I thought it would. I think this part of the code repeats, but my partner says that the way I wrote it, this whole part repeats.” | Visualizes the repeating nature of the movements involving repeating and nested events) “I decided to repeat the whole dance code because those movements around the dance floor would repeat in the dance. But I also used a repeat in this part because lots of dances have repeating movements within a bigger repeating pattern.” |
| **Observations/Documentation** |
|  |  |  |