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| **Altering Code for Translations and Predicting the Output** |
| Reads and interprets pseudocode relating to translationsThis subprogram has the turtle start at (0, 0), move to a random point, and stamp a turtle. | Recognizes the relationship between pseudocode and codeWhen pseudocode calls for an action to be repeated, the coder uses a repeat block in their code. | Recognizes the effects of altering codeWhat will happen if the number of repetitions in the code is changed from 10 to 100?100 turtles will be stamped instead of 10. | Alters code so the turtles are stamped in a specified quadrant If I alter this code so that the *x*-coordinate is a random number between –240 and –1, the turtles will be stamped in Quadrant 2 instead of Quadrant 1. |
| **Observations/Documentation** |
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