Activity 11 Assessment
Using Code to Explore Translations

Altering Code for Translations and Predicting the Output

Reads and interprets pseudocode relating to translations	Recognizes the relationship between pseudocode and code	Recognizes the effects of altering code	Alters code so the turtles are stamped in a specified quadrant

Reads and interprets pseudocode relating to translations

```
start translation subprogram
    repeat 10
        go to position at x:0 y:0
        assign xCoordinate random number between 1 and 240
        assign yCoordinate random number between 1 and 180
        put the pen down
        go to position at xCoordinate, yCoordinate
        stamp turtle on this position
        lift the pen up
    end repeat
end translation subprogram
```

This subprogram has the turtle start at (0, 0), move to a random point, and stamp a turtle.
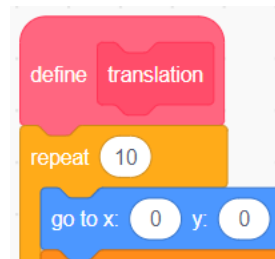
Recognizes the relationship between pseudocode and code

When pseudocode calls for an action to be repeated, the coder uses a repeat block in their code.
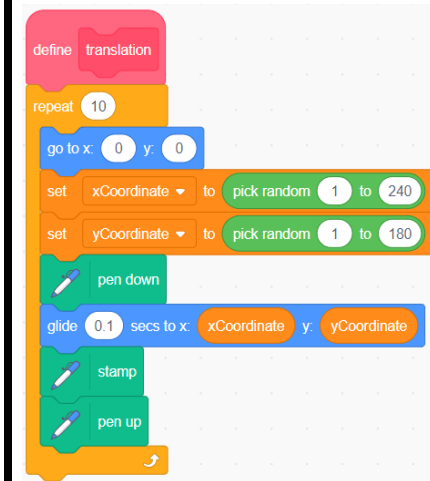
Recognizes the effects of altering code

What 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