## **Master 49: Activity 16 Assessment** Effects of Altering Code

Reading, Writing, and Altering Code Behaviours/Strategies		
<ol> <li>Student reads the exercises in the code for the training routine, but does not read the code accurately.</li> </ol>	<ol><li>Student accurately reads code for the training routine, but has difficulty writing code to alter the routine.</li></ol>	<ol><li>Student accurately reads code for the training routine, but omits important information when writing code to alter the routine.</li></ol>
S2, LV 5, JR5  "It's the squats, running laps, jumping rope."	"Laps backward. I don't know what the code is for that."	JJ, JR, L, L, C
Observations/Documentation		
<ol> <li>Student reads and writes code to alter the training routine and uses algebraic thinking to add movements so players can take breaks.</li> </ol>	<ol><li>Student reads and writes code to alter the training routine, then acts out the code to see if players finish at the same time.</li></ol>	<ol> <li>Student reads and writes code to alter the training routine and uses visualization and equality concepts to check the code.</li> </ol>
"If I use a 'wait' move for this player, then the other player can use the weights."	"Last time, I finished earlier. Let's act it out again."	"This player 'waits' when that player does crunches, so they finish at the same time."
Observations/Documentation		
Observations/Documentation	I	