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| **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** | | | |
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| **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** | | | |
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