Activity 16 Assessment
Altering Code

Locating and Mapping Objects

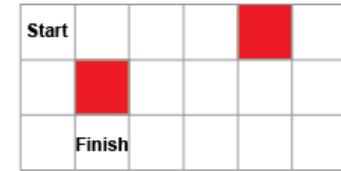| Uses positional language to describe location	Uses positional and directional language to locate objects on a grid map	Describes the movement of an object from one location to another on a grid map	Writes code to move from Start to Finish on a grid
"The green triangle is above the orange square. The orange square is below the green triangle."	"The Grocery Store is 1 square up from the Basketball Court. The Bank is 1 square to the left of the Grocery Store."	"To get from the Hospital to the Bank, I walk forward 2 squares to the Vet, then turn left and walk forward 2 squares."	"From Start, move 2 squares right, 2 squares down, and 1 square left."

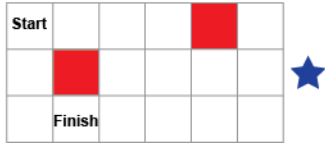## Observations/Documentation

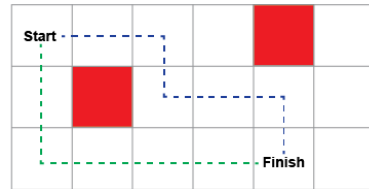|			

Geometry

Activity 16 Assessment
Altering Code

Locating and Mapping Objects (con't)

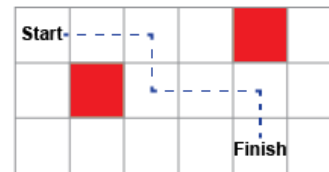| Considers perspective to give directions and code efficiently and flexibly	Writes and executes code that involves concurrent events	Uses loops to show repeated steps in a code	Flexibly reads and alters code to get desired outcome
"My partner is looking at the grid from the right. So, from Start, move 2 squares down, 2 squares left, and 1 square up."	"I gave them different paths so they won't bump into each other."	"Repeat 2 times: Move right 2 steps, then 1 step down."	"To make a square, all turns should be in the same direction."
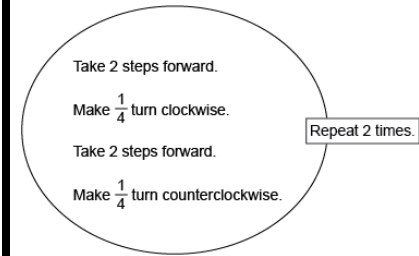
Observations/Documentation

Mathology 3
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