Student Journal

U2-1.1: Let's explore how computers 'think'

Task 1: Follow step-by-step

Try following some exact step-by-step directions to see how it feels. Use activity sheet U2-1 to answer the following questions.

- 1. Start on the ice cream cone, pointing towards the heart. Turn right. Move forwards 2 squares. Where are you?
- 2. Start on the panda bear, pointing towards the bicycle. Move backwards 1 square. Turn left. Move forward 2 squares. Turn right. Move forwards 1 square. Where are you?
- 3. Start on the star, pointing towards the cat. Turn left. Turn left again. Move backwards 2 squares. Turn right. Move forward 1 square. Turn right. Move forwards 1 square. Turn left. Move backwards 2 squares. Where are you?

Task 2: Give step-by-step instructions

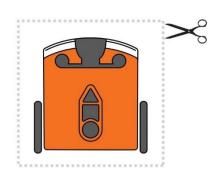
Let's practice giving exact instructions, describing each item step-by-step. Use activity sheet U2-1 to answer the following questions.

4. Write directions for this: start on the rainbow, pointing towards the dog. End on the bird.

5. Write directions for this: start on the rainbow, pointing towards the dog, Do NOT touch the dog. Do NOT touch the cat. End on the bird.

6. Write directions for this: start on the diamond, pointing towards the beachball. Do NOT use any 'move forwards' commands. End on the beachball.

Activity sheet U2-1: Go step-by-step



			0