

# 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?

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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?

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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?

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### 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.

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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.

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

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



				
				
				
				
				