What I should already know?

- To be able to complete a simple program on a computer.
- To be able to interact with age-appropriate computer software

Knowledge

2Go is a program that allows you to move an object around the screen using either the arrows or by creating a simple sequence of instructions.

In 2Go you can either click on the undo button to go back one step or the rewind button to go back to the start of the challenge.

Vocabulary

Algorithm	A precise, step-by-step set of instructions used to solve a problem or achieve an objective.
Arrow	A mark or sign resembling an arrow, used to show direction or position.
Backwards	To move in the opposite direction to which one is facing.
Challenge	A task or situation that tests someone's abilities.
Debug	To find and remove errors from computer hardware or software.
Direction	A course along which someone or something moves.
Forward	To move in the direction that one is facing or travelling.
Instruction	Information about how something should be done.
Left turn	To move the object in an anti-clockwise direction.
Rewind	Move back several steps or to the start.
Right turn	To move the object in a clockwise direction.
Undo	Cancel or reverse the instruction.

Open, close or share a file.

Change the speed in which the screen object moves.

Rewind an instruction.

Undo an instruction.
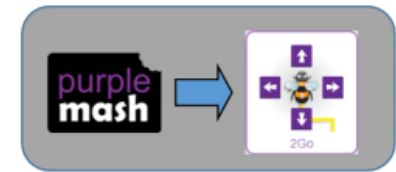
Change the settings in 2Go.

Change the colour of the path that the object leaves in 2Go.

Control the direction in which the object moves.

purple mash

2Go

By the end of the unit I should know...

- The functionality of the direction keys.
- How to create and debug a set of instructions (algorithm).
- To use the additional direction keys as part of an algorithm.
- To understand how to change and extend the algorithm list.
- To create a longer algorithm for an activity.
- To set challenges for peers.
- To access peer challenges set by the teacher as 2dos.

Question 1 What does algorithm mean?	Start of Unit	End of Unit
To write a list.		
A precise, step-by-step set of instructions used to solve a problem or achieve an objective.		
To move in different directions.		
Don't know		

Question 2 What does debug mean?	Start of Unit	End of Unit
To move in the opposite direction.		
To find and remove errors.		
To move back to the start.		
Don't know		

Question 3 How can you cancel or reverse an instruction?	Start of Unit	End of Unit
Press forward.		
Press undo.		
Press left turn arrow key.		
Don't know		

Question 4 How do you create a simple algorithm?
Start of the unit:
End of the unit: