

### Key Learning

- To understand the functionality of the direction keys.
- To understand 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.

### Key Vocabulary

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

### Key Images

- 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.

### Sticky 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.

### Key Resources



### Characteristics needed

#### for this topic:

- Creativity
- Imagination
- Open Mindedness
- Curiosity

### Aspirations

- Artist
- Illustrator
- Web designer