

Unit: 1.5 Maze Explorers

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 Resources



Key Vocabulary

Algorithm

A precise, step-by-step set of instructions used to solve a problem or achieve an objective.

Challenge

A task to be completed.

Command

An action such as left command.

Direction

The path that something travels. For example, a robot moving forwards, backwards or diagonal.

Instruction

Detailed information about how something should be done or operated.

Left and Right

A position which relates to something. For example, make the fish move left of the screen.

Route

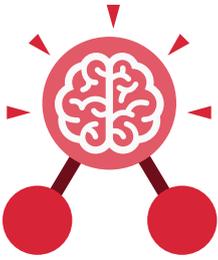
A path an object or thing takes to get somewhere.

Undo

If we make a mistake, we can press the undo button.

Unit

A unit such as make the turtle move 2 units (squares).



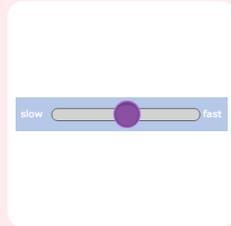
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Maze Explorers

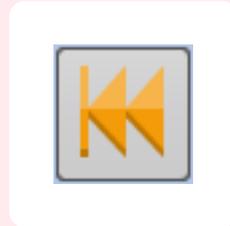
Key Images



Open, close or share a file



Change the speed in which the screen object moves



Rewind an instruction



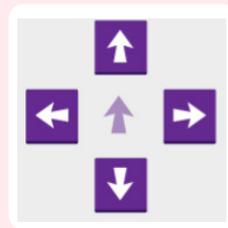
Undo an instruction



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

Key Questions

What is 2Go?

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.

How do I undo a mistake on 2Go?

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.