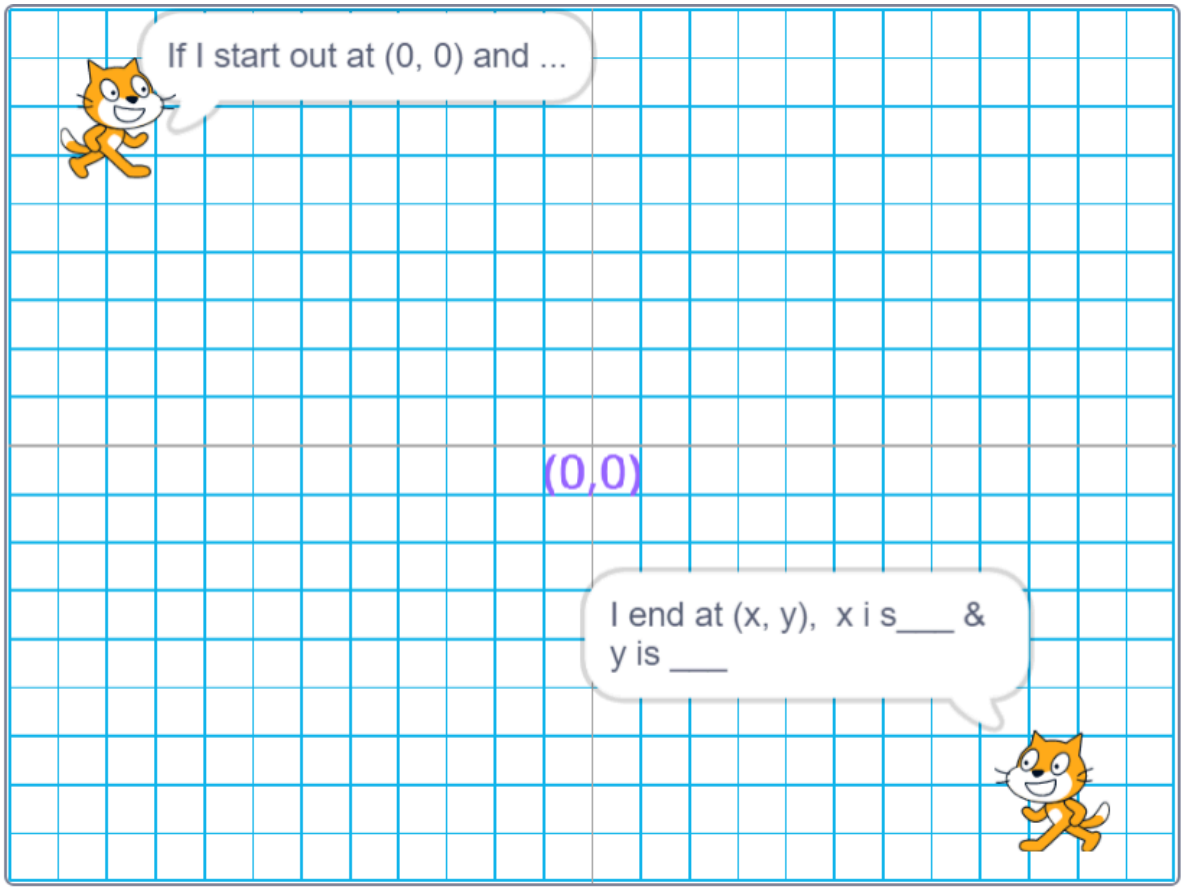
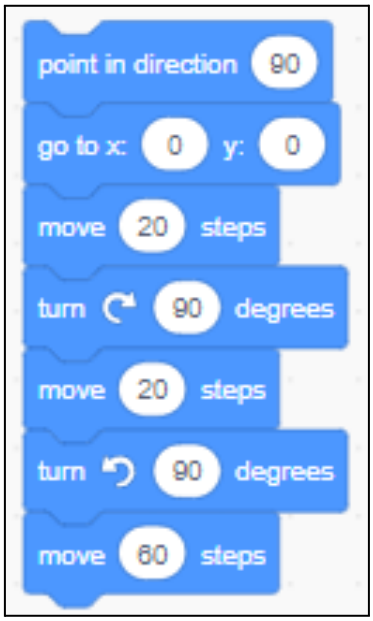
Sample Task or Student Challenge

(Grade 6 expectations: E1.3, E1.4)

Follow these blocks.



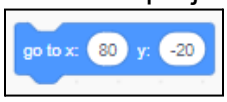


Answer (80, -20).

This task can be created by the teacher or by a student and shared with another classmate. The value of a student made task is both the creator and doer are practising coding on the four-quadrant plane.

If answered unplugged on paper, a student can add a dot at each intersection on the grid and draw a line along the path created.

If checked with Scratch, the student answering the task recreates the block stack and runs the program.
When the project is finished, they can simply look at the pre-populated “Go to…” block



in the block palette and/or Sprite Information below the stage

to confirm the final location X & Y coordinates. Both these items change with each movement the sprite makes.

As an added challenge, the student can add blocks, so the sprite says the end coordinates.

Another additional challenge could be the addition of pen blocks to draw the path created.

An additional question might be to identify in which of the four quadrants the end destination is located.

As students gain experience coding, screenshots of coding stacks can be used as challenges to describe the actions and perhaps the path from start to finish.