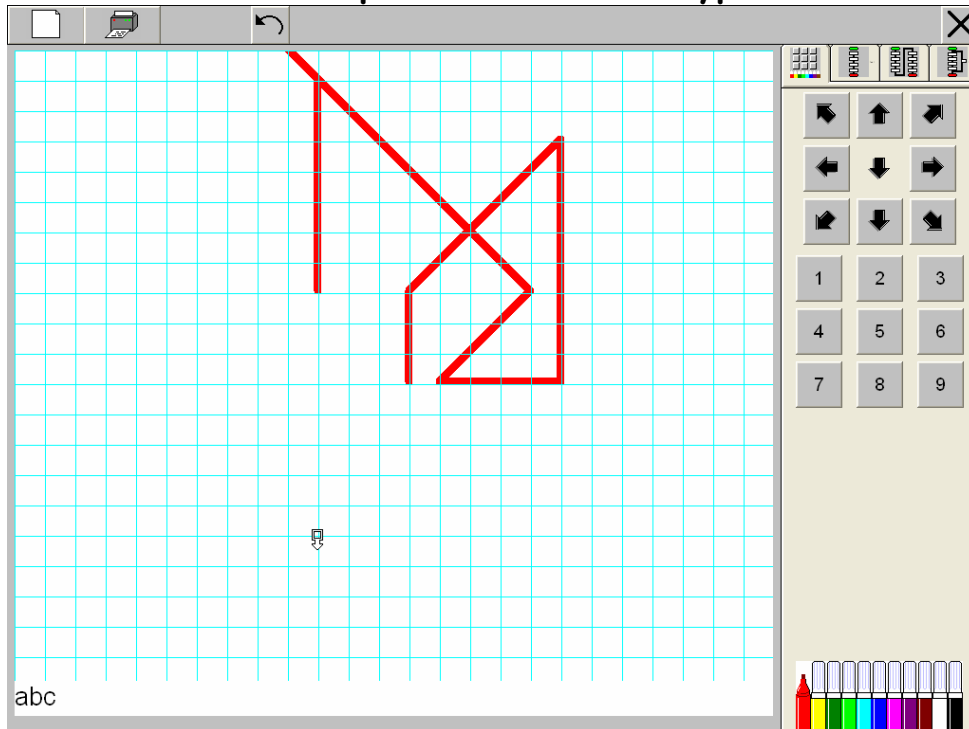
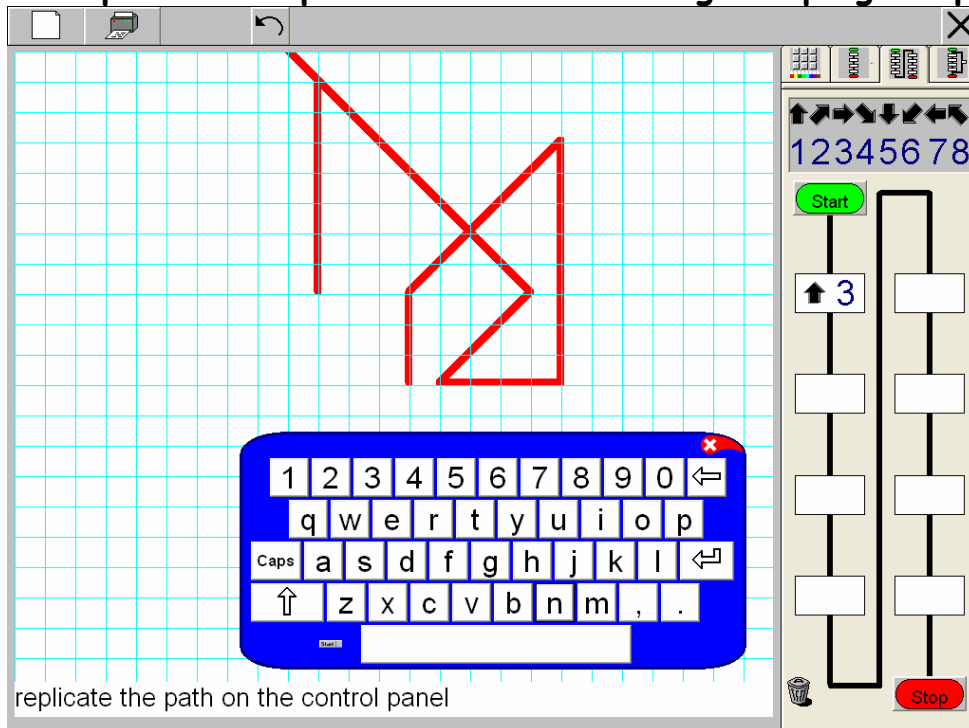


Y2 Second Lesson using 2Go

1. Create a random pattern with the keypad

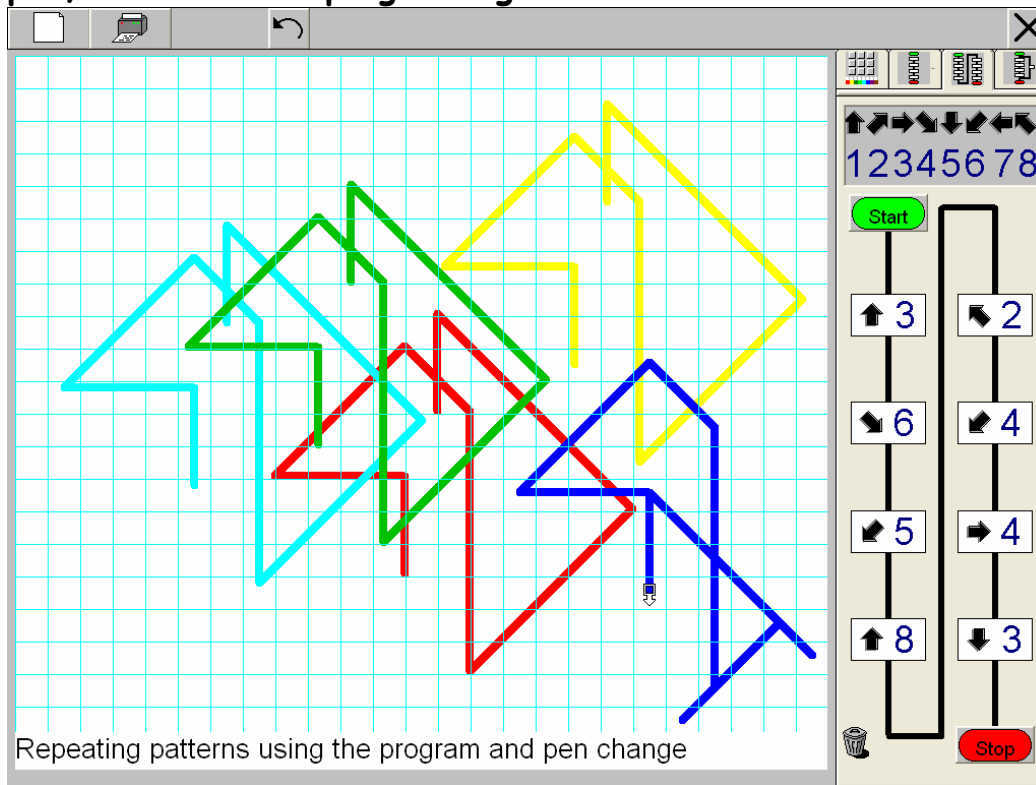


2. Replicate the pattern in advance using the program panel



(Pupils brainstorm and discuss the moves on the interactive whiteboard)

3. Move the 'turtle', flip back to the keypad and change the pen, then run the program again.



4. Print off the design and the program as an optional record for the class display. (** or save ink and do a screen print like this one and insert into a Word Processor document)

5. Questioning for understanding:

- Why is the dark blue track different?
- What extra steps would we need to make a 'closed' shape?
- How would you now make a repeating pattern with a chosen 2D shape?

The first lesson on the program used the different backdrops, and simple directional challenges to visit, or get round the objects using the keypads (differentiation in the choice of keypad or task).

The question posed at the end of this lesson was "How do we make Roamer (or programmable robot) do a design like this?"