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Name:	
name:	

Graph Paper Programming



Date: _

Unplugged

Assessment Worksheet

You have just learned how to create algorithms and programs from drawings, and how to draw an image from a program that someone gives to you. During the lesson, you worked with other people to complete your activities. Now you can use the drawings and programs below to practice by yourself.

Use the symbols below to write a program that would draw each image.

became cylinders across so annot a program and areas across ages.											
Move One Square Forward	Move One Square Backward	Move One Square Up		Move One Square Down			Fill-In Square with Color				
Start Here	Step 1 2	2 3	4	5	6	7	8	9	10		
	Step 11 12	2 13	14	<u>1</u> 5	16	17	18	19	20		
Start Here	Step 1 2	3	4	5	6	7	8	9	10		
	Step 11 12	2 13	14	<u>1</u> 5	16	17	18	19	20		
Start Here	Step 1 2	3	4	5	6	7	8	9	10		
	Step 11 12	13	14	<u>1</u> 5	16	17	18	19	20		

Now, read the program below and draw the image that it describes.

