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Teacher's Notes

Virtual Walk

Suitable for Key Stage 1 and 2 children, Virtual Walk is a simple on-screen 'turtle graphics' game that helps pupils to develop important 'command and control' skills. Children guide a dog owner around three different scenarios using the commands forward, backward, left and right, to help them take their dog for a walk.

They can work in direct (step by step) mode, where the 'owner' carries out each command as it is given; or in programming (start to finish) mode, where they enter a complete list of commands to guide the 'owner' to its destination.

Children can prepare for this game by playing 'robots' in PE. One child acts as the 'robot' while another gives them commands, which they follow, to get to a target place or object.

Links to the National Curriculum

ICT

KS1

2c – Pupils are taught how to plan and give instructions to make things happen

5b – Pupils are taught knowledge skills and understanding by exploring ICT tools

KS2

2b – Pupils are taught how to create, test, improve and refine sequences of instructions to make things happen

5b – Pupils are taught knowledge skills and understanding by exploring ICT tools

Numeracy

KS1 – Shape and space Key Objectives

Describe positions and directions

KS2 – Shape and space

Recognise positions and directions and use co-ordinates