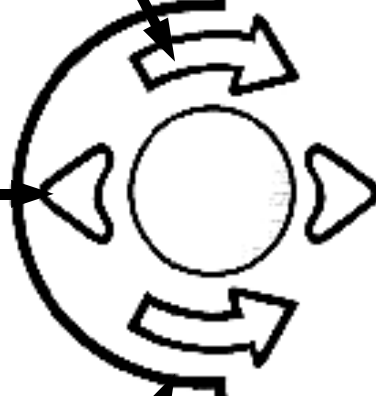


ICT—To develop skills in controlling Roamer.
Literacy— To recognise that labelled diagrams carry information. To label diagrams to give information.
Numeracy— To develop mathematical reasoning and understanding of position, movement and angles as a measure of turn, by giving instructions to move Roamer around a route.

[Empty rectangular box for labeling]

[Empty rectangular box for labeling]

[Empty rectangular box for labeling]



[Empty rectangular box for labeling]

CM	GO
1	0
2	9
3	8
4	7
5	6
6	5
7	4
8	3
9	2
0	1
P	R
[]	W
CE	S
T	M

[Empty rectangular box for labeling]

[Empty rectangular box for labeling]

Cut and stick—Labelling Roamer's Control Panel.

Can you find where these labels go and stick them in the right place?

Press this key to
make Roamer
turn right.



GO makes
Roamer
follow your
instructions

This key
makes Roamer
turn left.

These keys are numbers
and they tell Roamer
how far to go or
how much to turn.

Press this key twice to
clear Roamer's memory
so it forgets the last
instructions you gave it.

This key makes Roamer
move forward.