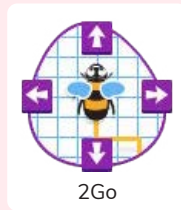# Unit: 1.5
Maze Explorers

Key Learning

- To understand the functionality of the direction keys.
- To understand how to create and debug a set of instructions (algorithm).
- To use the additional direction keys as part of an algorithm.
- To understand how to change and extend the algorithm list.
- To create a longer algorithm for an activity.
- To set challenges for peers.
- To access peer challenges set by the teacher as 2Dos.

Key Resources

2Go

Key Vocabulary

Direction
A course along which someone or something moves.

Rewind
Move back several steps or to the start.

Left turn
To move the object in an anti-clockwise direction.

Challenge
A task or situation that tests someone's abilities.

Forward
To move in the direction that one is facing or travelling.

Debug
To find and remove errors from computer hardware or software.

Arrow
A mark or sign resembling an arrow, used to show direction or position.

Backwards
To move in the opposite direction to which one is facing.

Instruction
Information about how something should be done.

Undo
Cancel or reverse the instruction.

Right turn
To move the object in a clockwise direction.

Algorithm
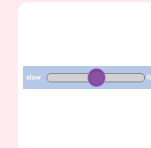A precise, step-by-step set of instructions used to solve a problem or achieve an objective.

Key Images

Open, close or share a file

Change the speed in which the screen object moves
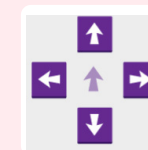
Rewind an instruction

Undo an instruction

Change the settings in 2Go

Change the colour of the path that the object leaves in 2Go

Control the direction in which the object moves

Key Questions

What is 2Go?

2Go is a program that allows you to move an object around the screen using either the arrows or by creating a simple sequence of instructions.

How do I undo a mistake on 2Go?

In 2Go, you can either click on the undo button to go back one step or the rewind button to go back to the start of the challenge.