

# Scottie Go! Booklet for CLIL Classroom

You can create numbers by combining tiles with digits.



You can also create numbers by adding numbers if you use the **PLUS** tile



or by subtracting numbers if you use the **MINUS** tile.



Scottie may turn around. To do so, use the **TURN TO THE LEFT** tile



or **TURN TO THE RIGHT**.



Scottie may also move backwards. To do so, use the **MINUS** tile..



Walking backwards is one of Scottie's new abilities. To perform it in a game, use the **MINUS** tile before the value with the number of steps that Scottie should take.

# Scottie Go! Booklet for CLIL Classroom

To pick up objects located on the game-board, use the **PICK UP** command.



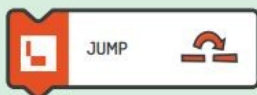
Use this command in programs, e.g. if you want to pick up snails.

## Note!

Using the **PICK UP** command on an empty square is treated as an error.

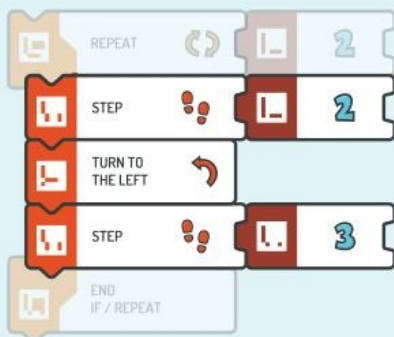
There is no need to use the **PLACE** tile in Module II.

Sometimes Scottie may approach small obstacles on his way. To jump over them, use the red **JUMP** tile. Scottie may only jump forward.



When jumping, Scottie will move from square one to square three, jumping over square two on his way.

The **REPEAT loop** is one of the most frequently used loops. In Scottie Go! you will find its simplest version. If you want to use a loop, you need to specify **which part of the program should be repeated**,



# Scottie Go! Booklet for CLIL Classroom

and then specify how many times it should be repeated. The program that specifies the commands to be repeated comprises two tiles: **REPEAT** and **END LOOP OR CONDITION**. Those tiles are equivalent to brackets that are used in popular programming languages..



A loop is one of the most basic and most frequently used notions of programming. Mastering loops is also a key algorithmic competence. If not for the loops, numerous digital devices couldn't function effectively and the programs would be too long which would make it much less effective. A loop allows you to repeat a sequence of commands until the desired goal is achieved.

In this quest your pupils need to remember to use the **REPEAT** loop. A loop must always be completed with an **END IF / REPEAT** tile. The tile highlighted in red on the image below should specify the number of repetitions for the sequence of commands in the loop:

