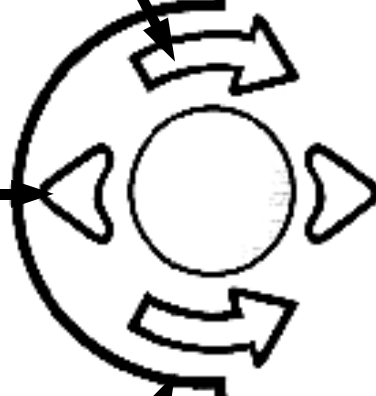


ICT—To develop skills in controlling Roamer.  
Literacy— To recognise that labelled diagrams carry information. To label diagrams to give information.  
Numeracy— To develop mathematical reasoning and understanding of position, movement and angles as a measure of turn, by giving instructions to move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

[Empty rectangular box for labeling]

[Empty rectangular box for labeling]

[Empty rectangular box for labeling]



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]

[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.