



## **www.learnwithdogs.ie - Teacher's Notes**

### **Virtual Walk**

Suitable for Senior Infants to Sixth Class, 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' whilst another gives them commands, which they follow, to get to a target place or object.

### **Curriculum Links**

#### **Physical Education Strand:**

- Developing an understanding of the use of space, speed, effort and direction
- Being intenteive, making decisions, solving problems and developing autonomy through movement activities

#### **Mathematics**

Shape and Space Strand

#### **Senior Infants and First Class**

Strand Unit: Spatial Awareness  
Describe positions and directions

#### **Second to Sixth Class**

Strand Unit: Spatial Awareness  
Recognise positions and directions and use co-ordinates

#### **Language: English Strand**

#### **Third to Sixth Class**

Strand: Competence and confidence in using language  
Strand Unit: Oral Language  
- The ability to give detailed instructions and directions