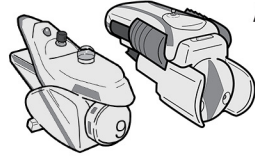




# Robot Coders

## Follow the Code



Agent Oswald needs YOUR help to move the ODD-some robot through the warehouse to retrieve his gadgets! Use the key on the side of the page and follow the codes to guide the robot.

		<b>Start</b> 		



- Forward
- Left
- Right
- 3** Number of Spaces

Code 1



Where did you end?

Code 2



Where did you end?

Code 1 = Z on the grid, Code 2 = X on the grid

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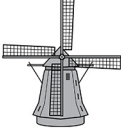










# Robot Coders

## Write Your Own Code

Mark a box on the grid as the start. Select a shape (●◆▲●) as the ending point. On a separate piece of paper write the name of this shape. This is the answer to Code 1.

Fill in the blank spaces below for Code 1. *You don't have to fill in all the boxes, but you can.* Use arrows (e.g., ↑ ↓ → ←) and numbers to create your code. Remember, the robot must move around objects.

To create Code 2, do the same thing only choose a different shape for the ending point. Write the name of this shape on a separate piece of paper. Fill in the blank spaces below for Code 2.

Challenge a family member or friend to follow your codes and tell you where they ended. You can then reveal your answers!

**Code 1**

--	--	--	--	--	--

**Where did you end?** \_\_\_\_\_

**Code 2**

--	--	--	--	--	--	--	--

**Where did you end?** \_\_\_\_\_

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