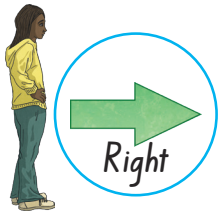
Coding Concepts Hōtoke

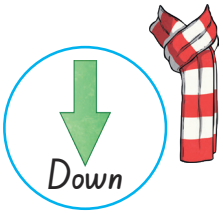
Instructions:

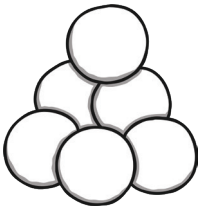
Your goal is to create an algorithm to help the child collect first collect the scarf, then the hat and take them to the snowman. Cut out the cards below and use them to create the correct path for the child. They must all be used to form part of the path.

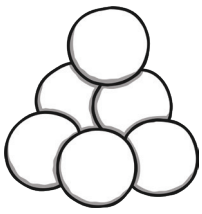
The x 2 cards mean that the child moves 2 squares in that direction.

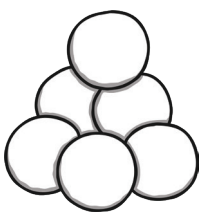
You cannot go on a square that is blocked by snowballs or a campfire, but you can use a x 2 to jump over an obstacle.

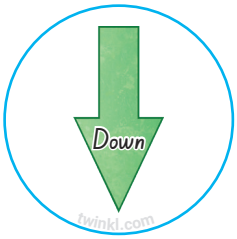


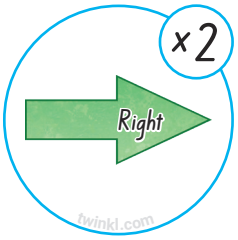


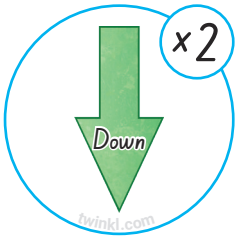


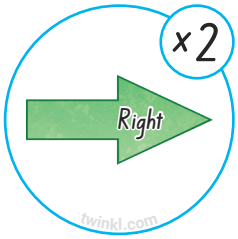


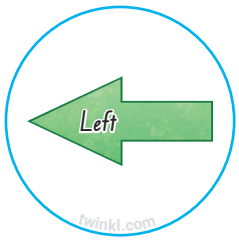


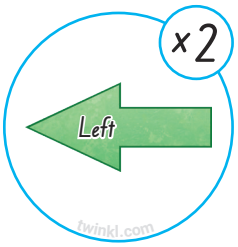

Down

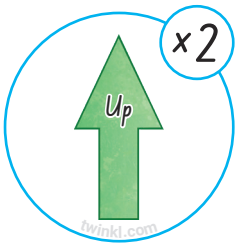

x2
Right

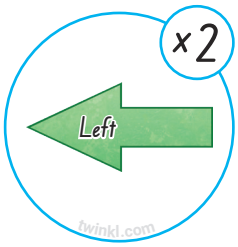

x2
Down


x2
Right


Left


x2
Left

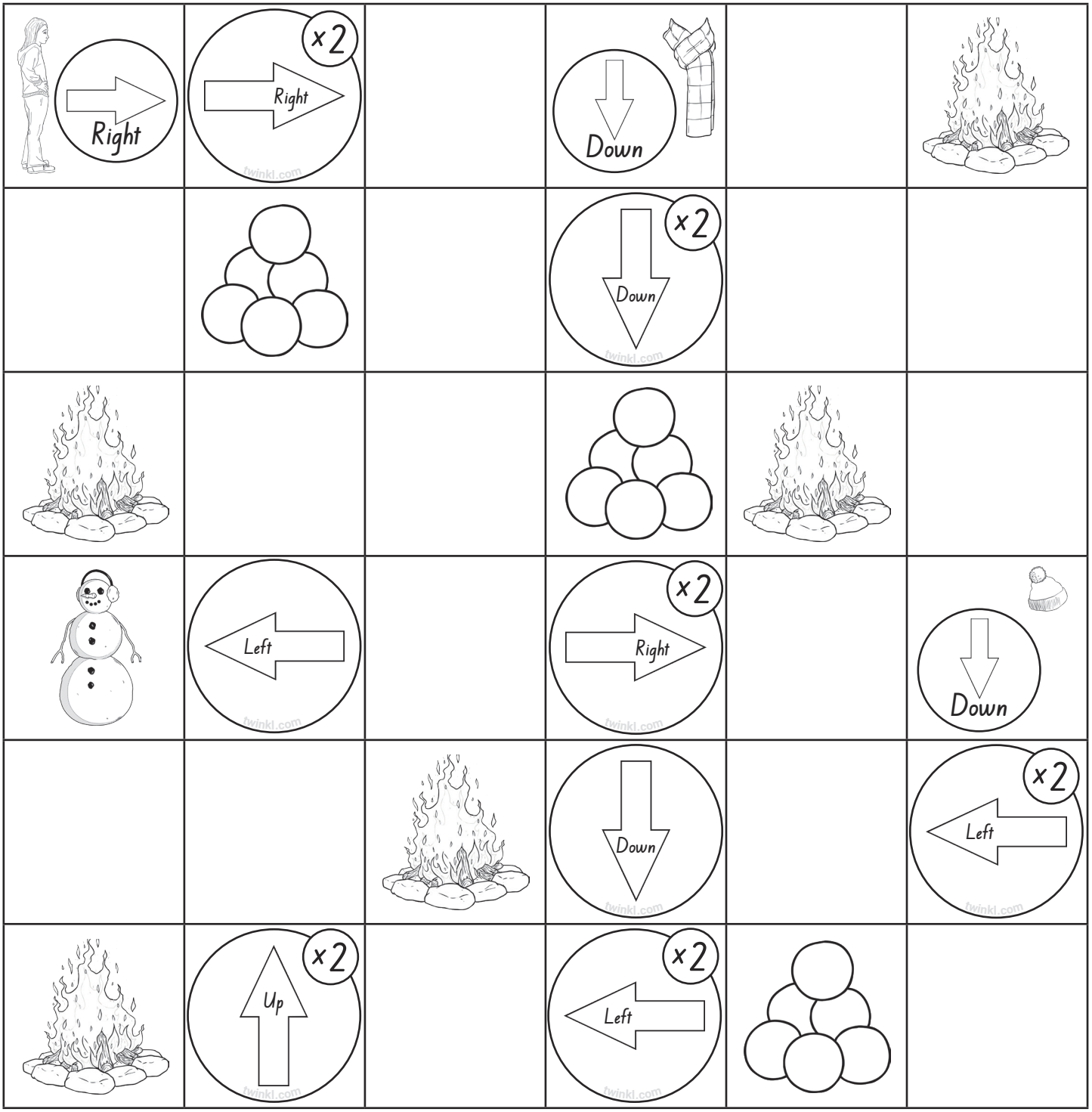

x2
Up


x2
Left

Coding Concepts Hōtoke Answer

Instructions:

Your goal is to create an algorithm to help the child collect first collect the scarf, then the hat and take them to the snowman. Cut out the cards below and use them to create the correct path for the child. They must all be used to form part of the path.

The x 2 cards mean that the child moves 2 squares in that direction.

You cannot go on a square that is blocked by snowballs or a campfire, but you can use a x 2 to jump over an obstacle.