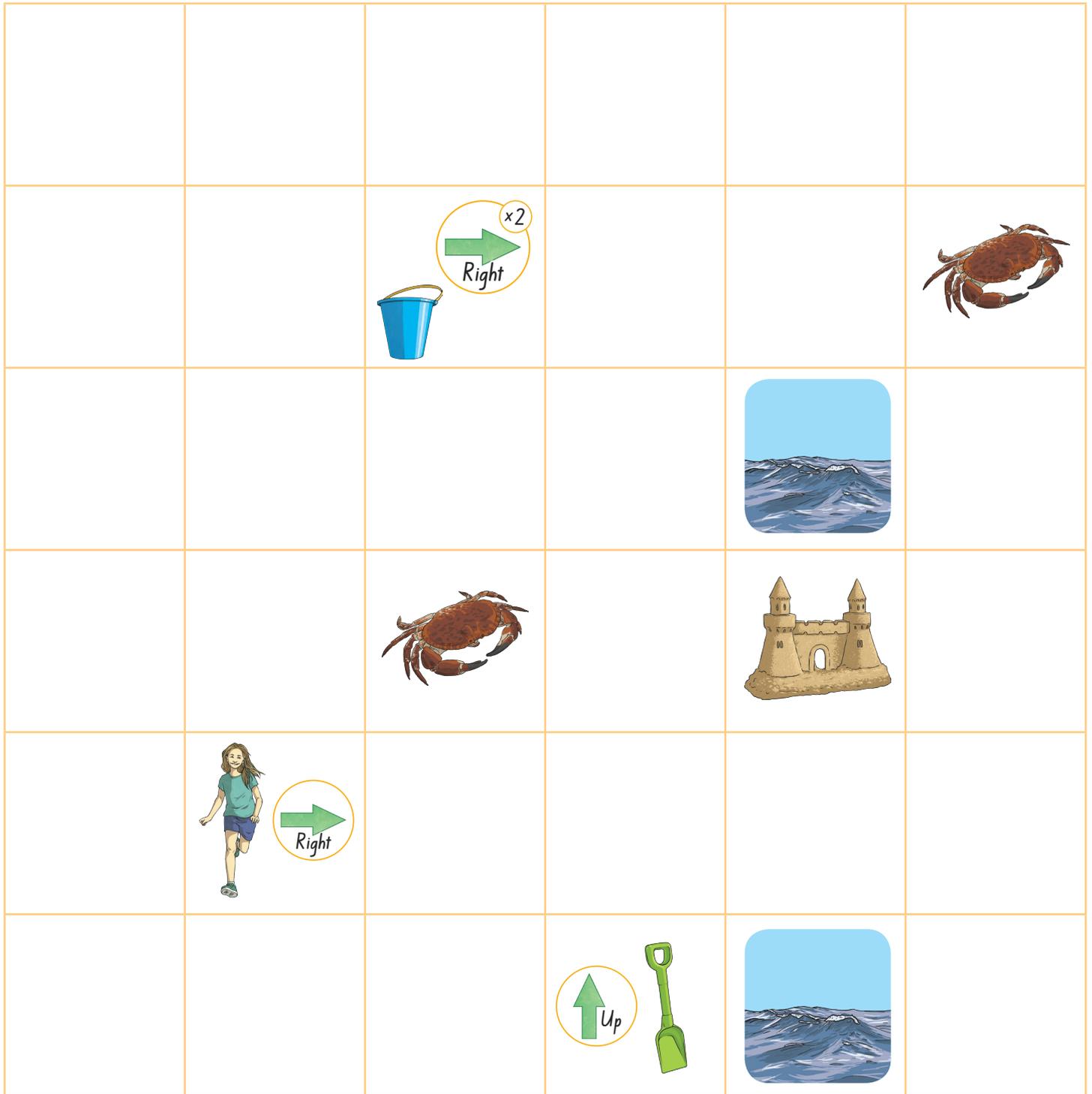
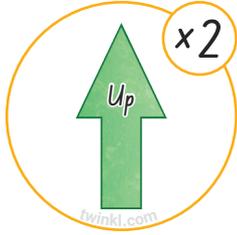
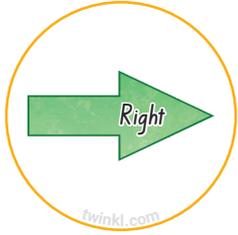
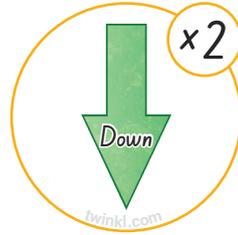
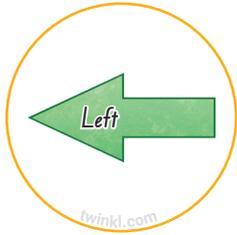


Coding Concepts Sandcastles

Instructions:

Your goal is to create an algorithm to help the child collect first the spade, then the bucket and take them to finish the sandcastle. 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 a crab or a wave, but you can jump over an obstacle by using a x 2 card.





Coding Concepts Sandcastles Answer

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Your goal is to create an algorithm to help the child collect first the spade, then the bucket and take them to finish the sandcastle. 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 a crab or a wave, but you can jump over an obstacle by using a x 2 card.