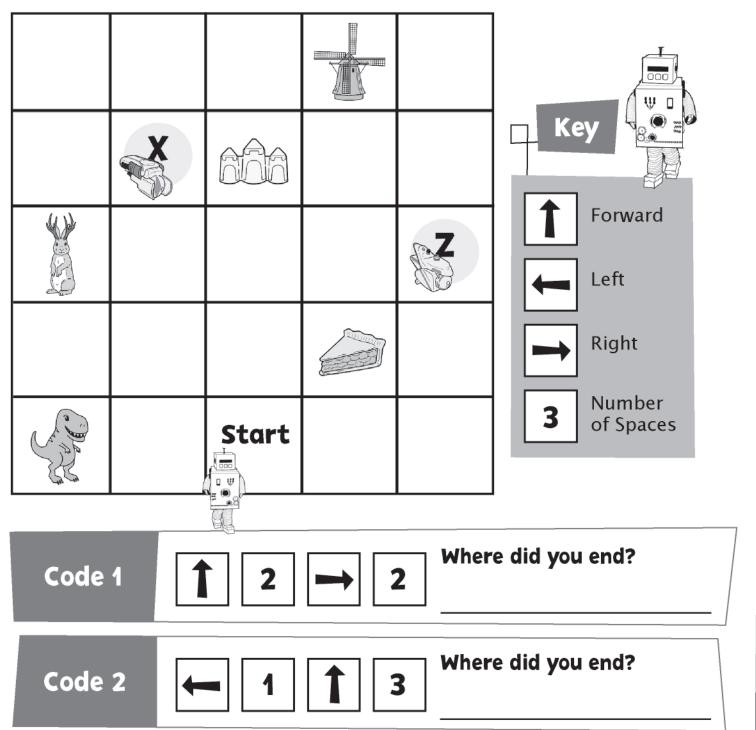






Robot Coder

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.



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













Robot Coder

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., $\uparrow \downarrow \leftarrow \rightarrow$) 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?

Find more games and activities at pbskidsforparents.org





