



CODING GAME

BLOCK CODING

INSTRUCTIONS

- Guide the rabbit to the carrot using block codes.

CODING AREA

Start

Turn LEFT

3

Don't forget! You have to find the shortest path.

Use between the Start and Stop blocks.

Stop

CODE BLOCKS

1 2

2

Just use the blocks in the block code area.

Make the necessary coding by moving the blocks to the coding area.

Start Direction

1

Find the shortest path to get the rabbit to the carrot. Just use empty squares.



CODING GAME

BLOCK CODING

Name:

- Guide the rabbit to the carrot using block codes.

CODING AREA

Start

Stop

CODE BLOCKS

Turn LEFT 1 2

Turn UP 3 4

Turn RIGHT 5 6

Turn DOWN

Repeat

Move Steps

Start Direction



CODING GAME

BLOCK CODING

SAMPLE CODING

- Guide the rabbit to the carrot using block codes.

CODING AREA

Start

Turn RIGHT →

Move Steps

Turn DOWN ↓

Move Steps

Turn RIGHT →

Move Steps

Stop

CODE BLOCKS

Turn LEFT ←

Turn UP ↑

Turn RIGHT →

Turn DOWN ↓

Repeat

Move Steps

A 4x8 grid representing the game environment. The rabbit is at (1,1) and the carrot is at (4,6). The path is: (1,1) → (1,3) → (2,3) → (4,3) → (4,6). Obstacles: rocks at (1,4), (2,1), (2,3), (4,2); a hole at (2,2); a rock with grass at (2,7); a hole at (3,4).

Start Direction ↓							