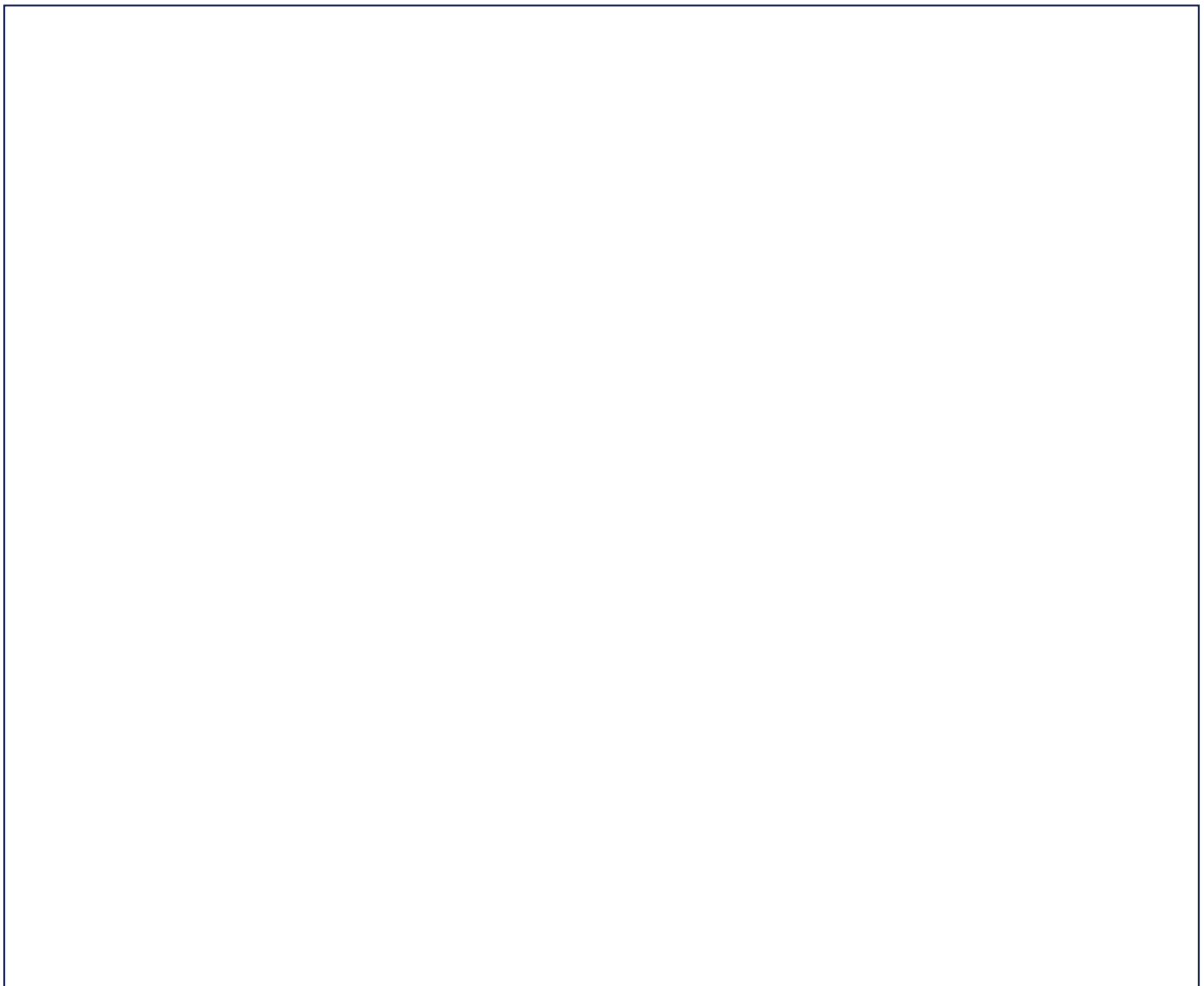


Kit's Coding Adventure

Learning objective: To understand the basic steps of a computer algorithm by drawing a simple sequence.

Follow the steps below to help Kit the Fox design a robot that can move across a garden. Use your pencil to draw the steps in the boxes provided.

Draw: Draw a clean, simple comic-strip style sequence in four boxes. Box 1: A friendly square robot. Box 2: An arrow showing direction. Box 3: A flower (the goal). Box 4: A small 'x' over a shape in the path to represent fixing a bug. Keep lines clear and simple for students to follow.



Label words: Algorithm · Input · Sequence · Robot · Output · Bug

Steps:

1. Step 1: Draw a simple box-shaped robot in the first square. Label the robot with the word 'Robot'.
2. Step 2: Draw an arrow pointing to the right to show the robot moving. Write 'Input' next to the arrow.
3. Step 3: Draw a flower at the end of the arrow. This is the goal. Label it 'Output'.
4. Step 4: Draw a small circle in the middle of the path. This is a 'Bug'. Draw a line through it to show it is fixed.