

Kit's Clever Robot Path

Learning objective: To understand that an algorithm is a sequence of instructions used to complete a task.

Kit the fox is teaching his robot how to reach the yummy apple. Follow the instructions to draw the path and the steps the robot needs to take.

Draw: Draw a large 4x4 grid on the page. In the bottom left corner, draw a friendly square-shaped robot. In the top right corner, draw a shiny red apple. Leave the other squares blank so the child can draw arrows (algorithms) inside them to guide the robot to the apple. Use a clean, simple cartoon style with bold outlines.



Label words: Start · Finish · Step · Turn · Robot

Steps:

1. Step 1: Draw a small robot at the 'Start' square and an apple at the 'Finish' square.
2. Step 2: Draw arrows in the empty squares to show the path the robot must take to reach the apple.
3. Step 3: What happens if the robot misses a step in the sequence? Write or draw your answer.
4. Step 4: Label your 'Start' and 'Finish' points using the word bank.
5. Step 5: If the robot costs £2 to build, draw 2 one-pound coins near the robot.