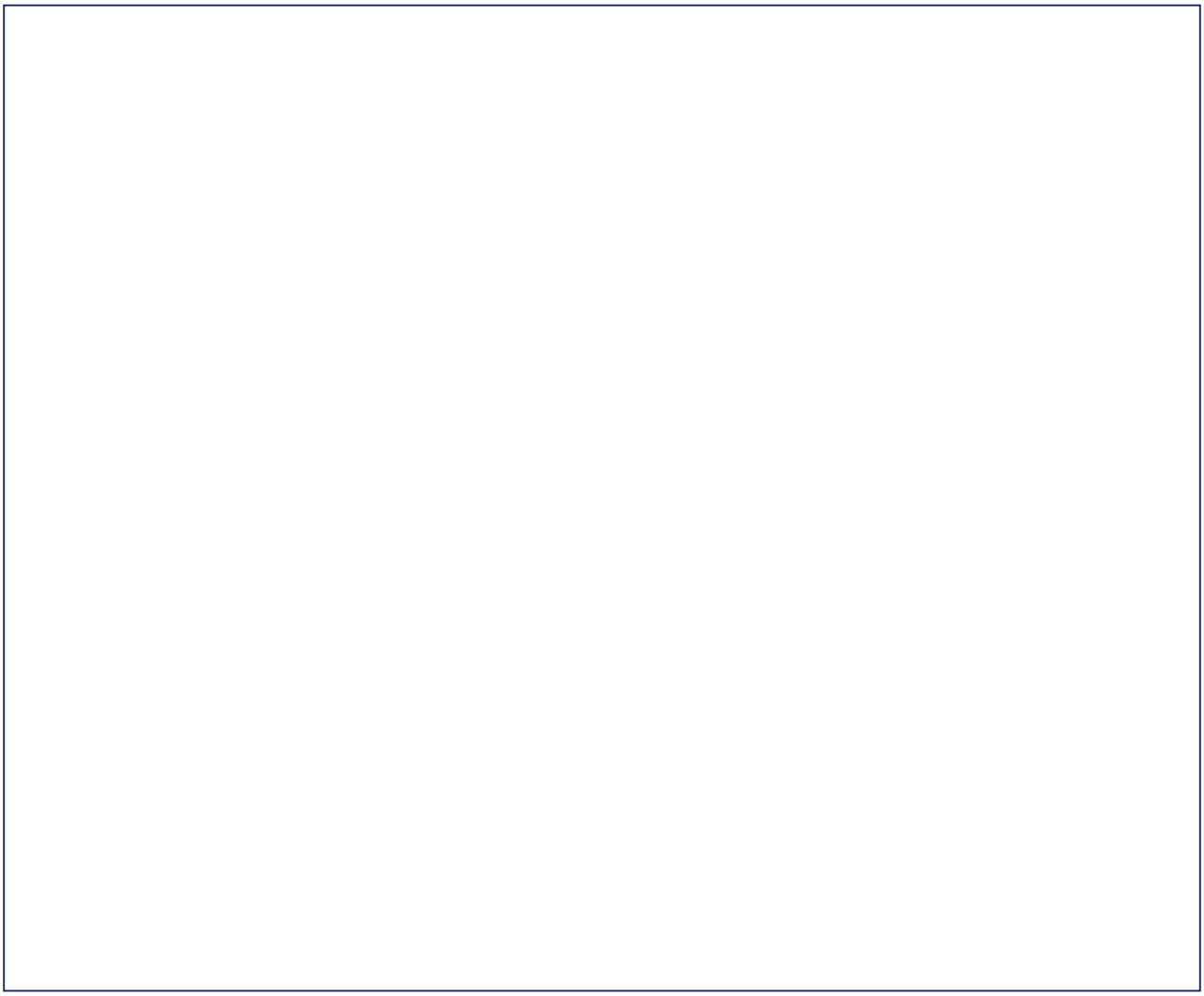
Kit’s Clever Coding Adventure

Learning objective: I can design a simple sequence of commands to move an object through a maze.

About 15 minutes. Grown-up tip: Ask your child to explain why the order of the arrows matters to help them understand sequences.

Kit the fox needs to reach his den! You will draw a path for Kit. Use arrows to show your algorithm. Worked example: To move forward one square, draw an arrow like this: ↑. If you need to turn right, draw: →.

Draw: Draw a 5x5 grid. In the bottom left corner, draw Kit the fox. In the top right corner, draw a cosy fox den. Add a few small obstacles like a hedgehog or a wooden fence in some of the squares. Leave the rest of the squares blank for the children to draw their arrow commands.



Label words: Algorithm · Debug · Sequence · Command · Bug

Steps:

1. Draw a starting square labelled 'Start' and a den square labelled 'End' on your map.
2. Draw a path of 5 squares connecting Start to End. Use arrows inside the squares to show the

movement.

3. If Kit hits a garden fence, his code has a 'bug'. Draw a small 'X' on the fence square.
4. Write down the sequence of your commands (e.g., Up, Up, Right).
5. Why is it important for your commands to be in the correct order?



I did it! Name: _____ Date: _____

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