



Start on the first square of the footpath. Program your coding robot to get to the farmhouse.



Start on the first square of the footpath. Program your coding robot to get to the carrot patch.



Start on the first square of the footpath. Program your coding robot to get to the scarecrow.



Start on the first square of the footpath. Program your coding robot to get to the beehives.



Start on the first square of the footpath. Program your coding robot to get to the sheep paddock.



Start on the first square of the footpath. Program your coding robot to get to the pink flowers.



Start on the first square of the footpath. Program your coding robot to get to the duck pond.



Start on the first square of the footpath. Program your coding robot to follow the path to the end.



Start on the first square of the footpath. Program your coding robot to get to the carrot patch, then the beehives and finally the duck pond.



In pairs, provide your partner with directions to program the coding robot to get from the farmhouse to the sheep paddock.



In pairs, provide your partner with directions to program the coding robot to get from the duck pond back to the farmhouse.



In pairs, provide your partner with directions to program the coding robot to get from the scarecrow to the pink flowers.









































































