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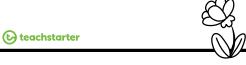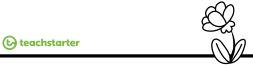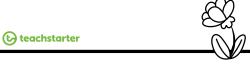
teachstarter

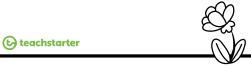Start on the first square of the footpath. Program your coding robot to get to the carrot patch.

teachstarter

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

teachstarter

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

teachstarter

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

teachstarter

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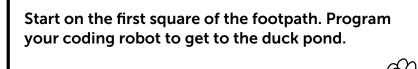
teachstarter

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.