UNPLUGGED WORKSHEETS

Kodable

This workbook belongs to: _____

NAME

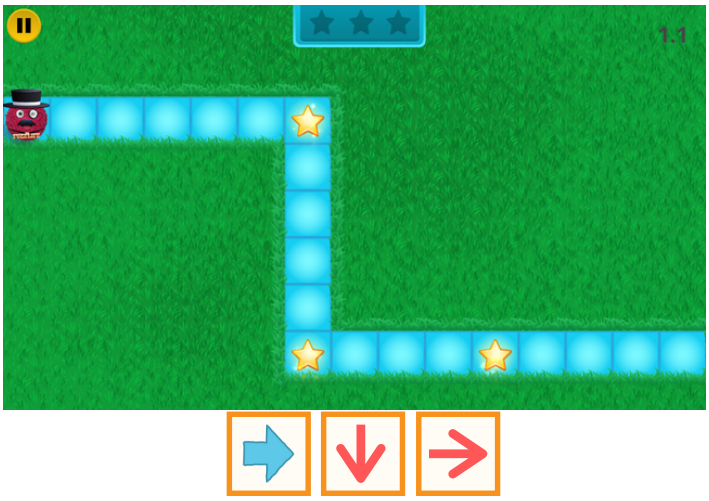
CONTENTS

RECOMMENDED: 2ND-3RD GRADE

Sequence Solver

Name: _____ **Date:** _____

Example:

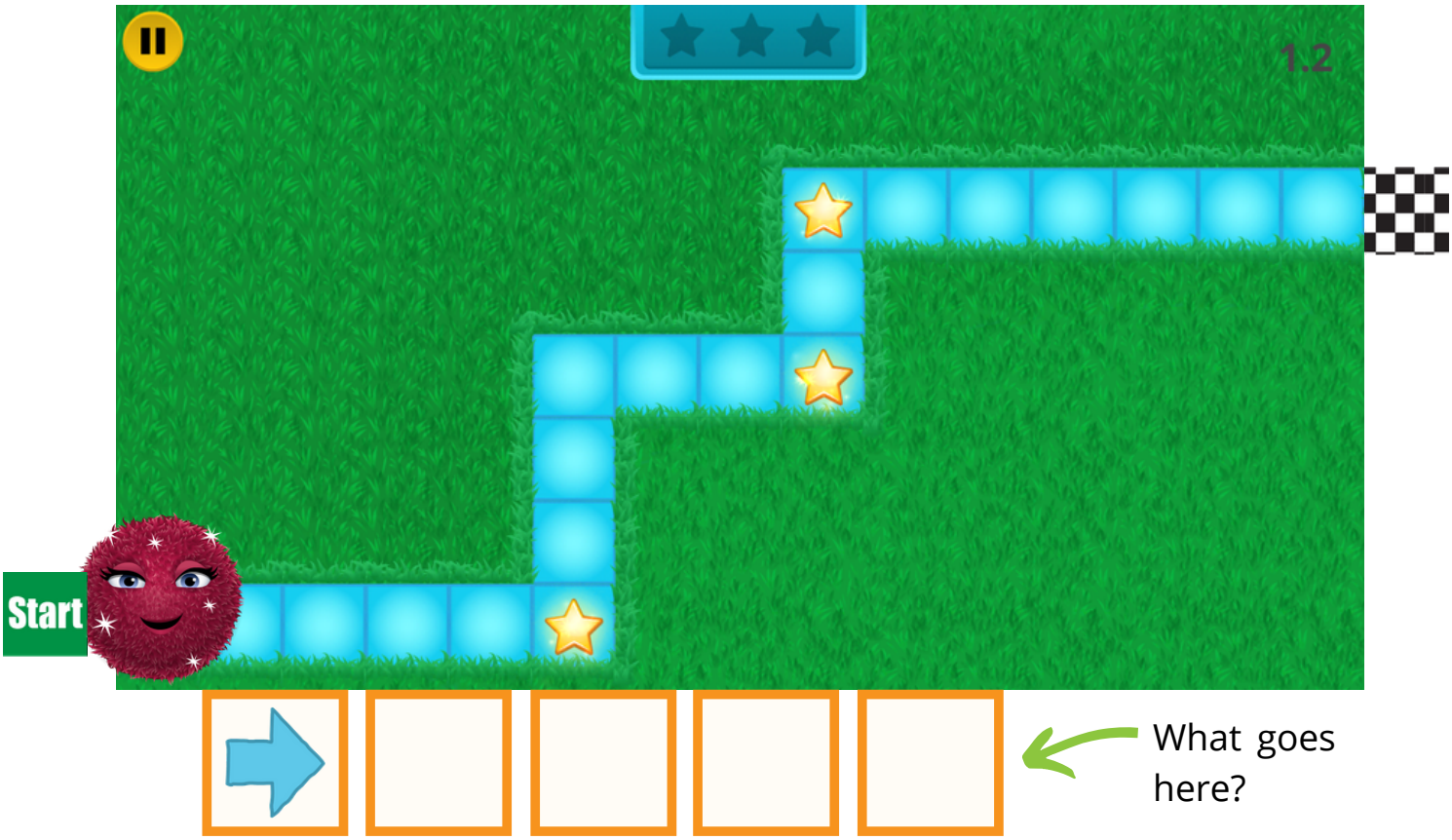


Directions:

Help the Fuzz get through the maze!

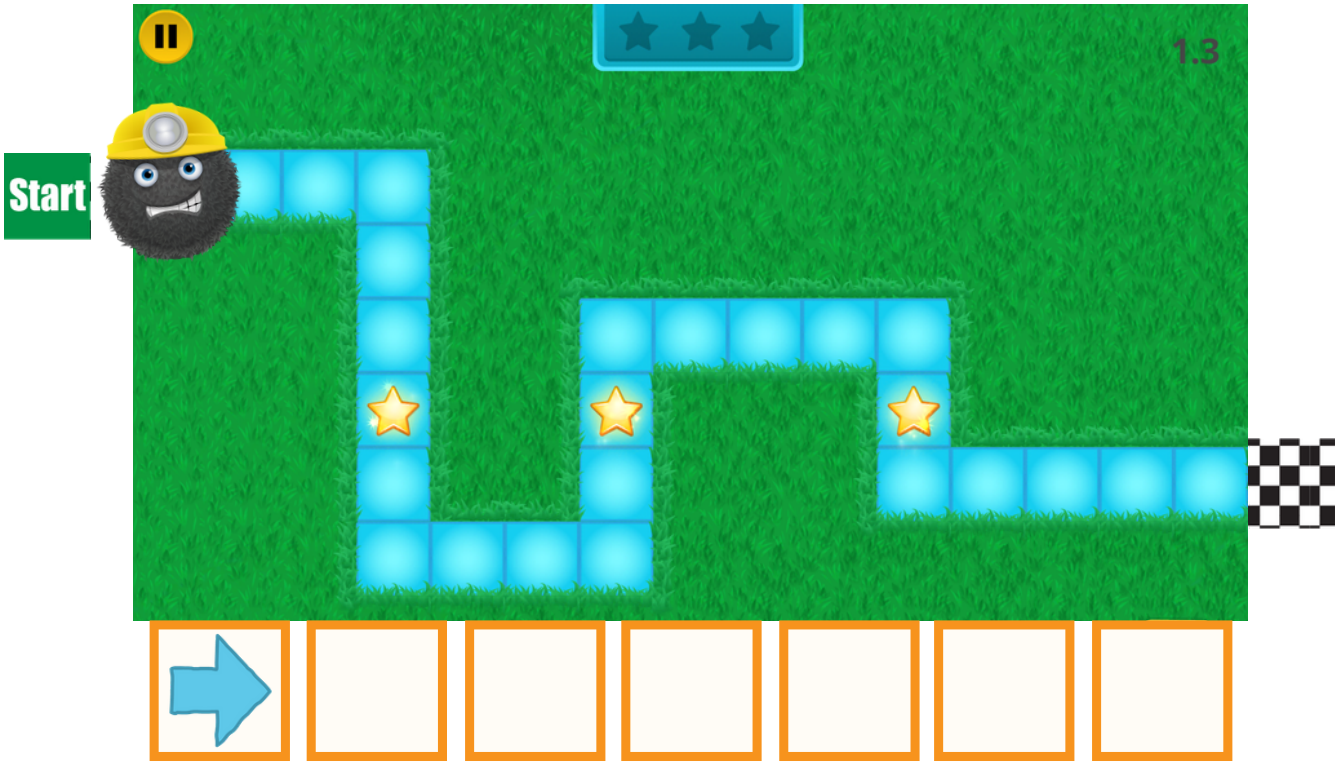
Draw the missing arrows to tell the fuzz which way to roll to get to the end of the maze.

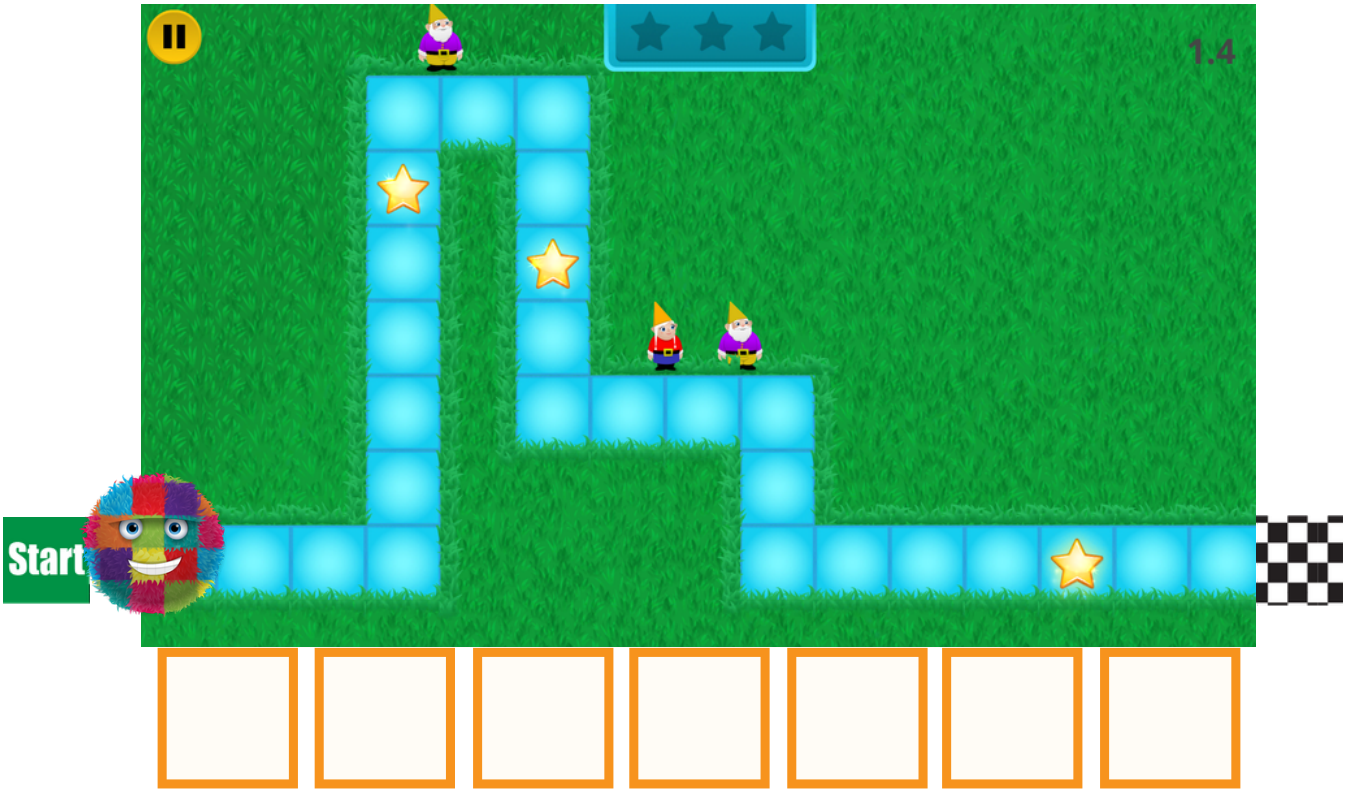
Now you try!



Name: _____ **Date:** _____

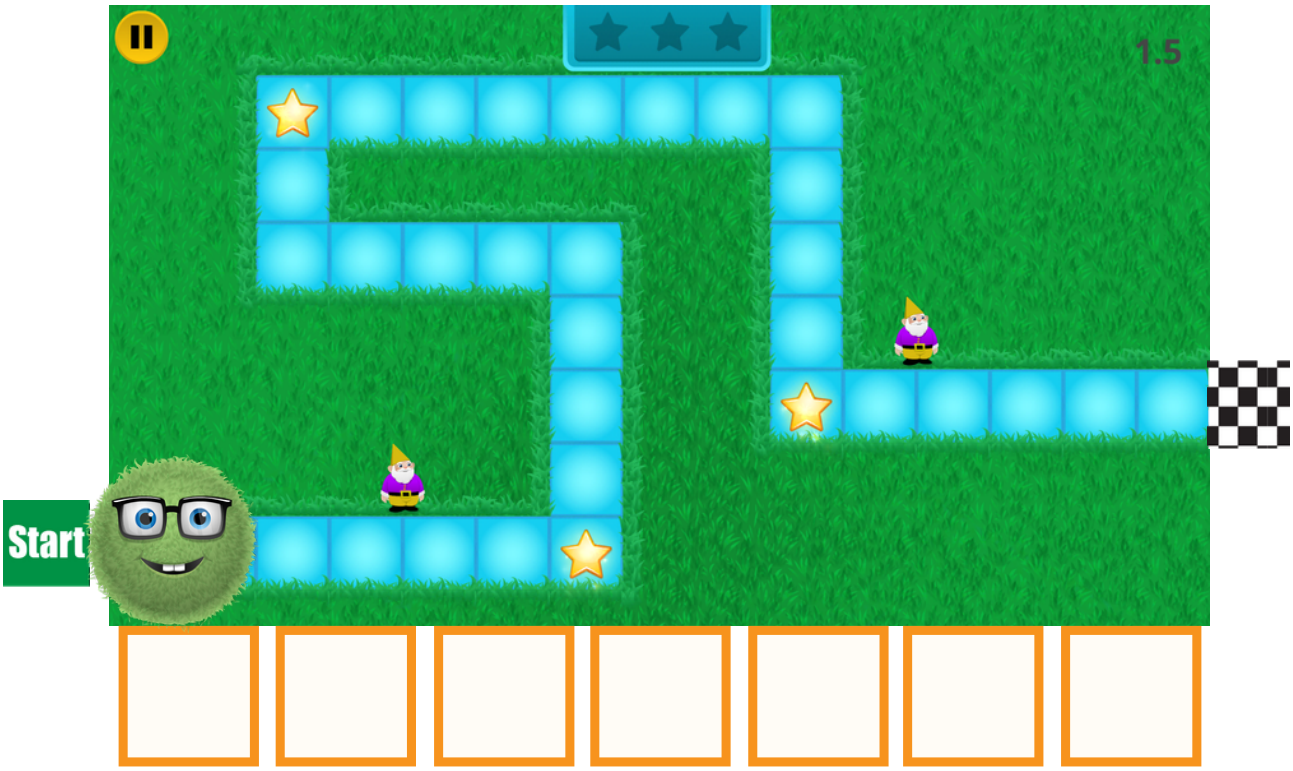
Draw the missing arrows to show the fuzz how to get through the maze





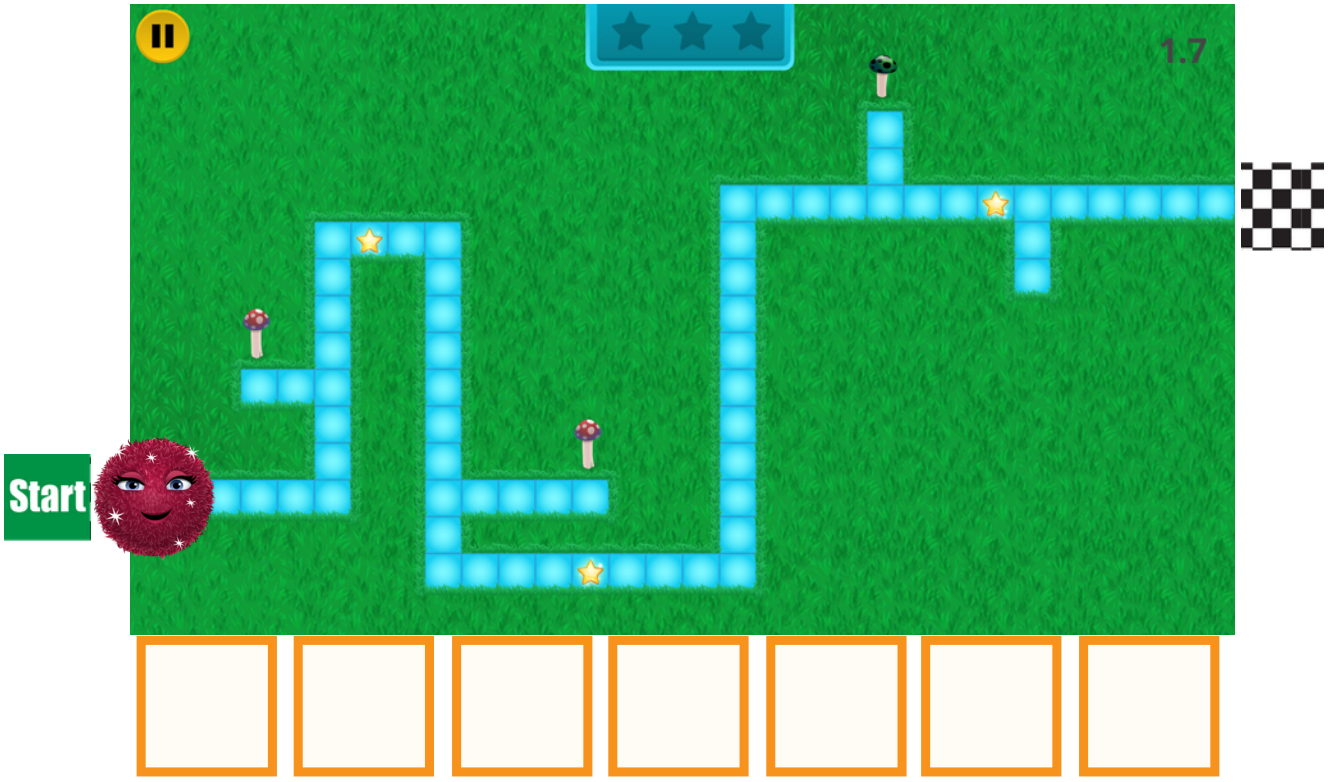
Name: _____ **Date:** _____

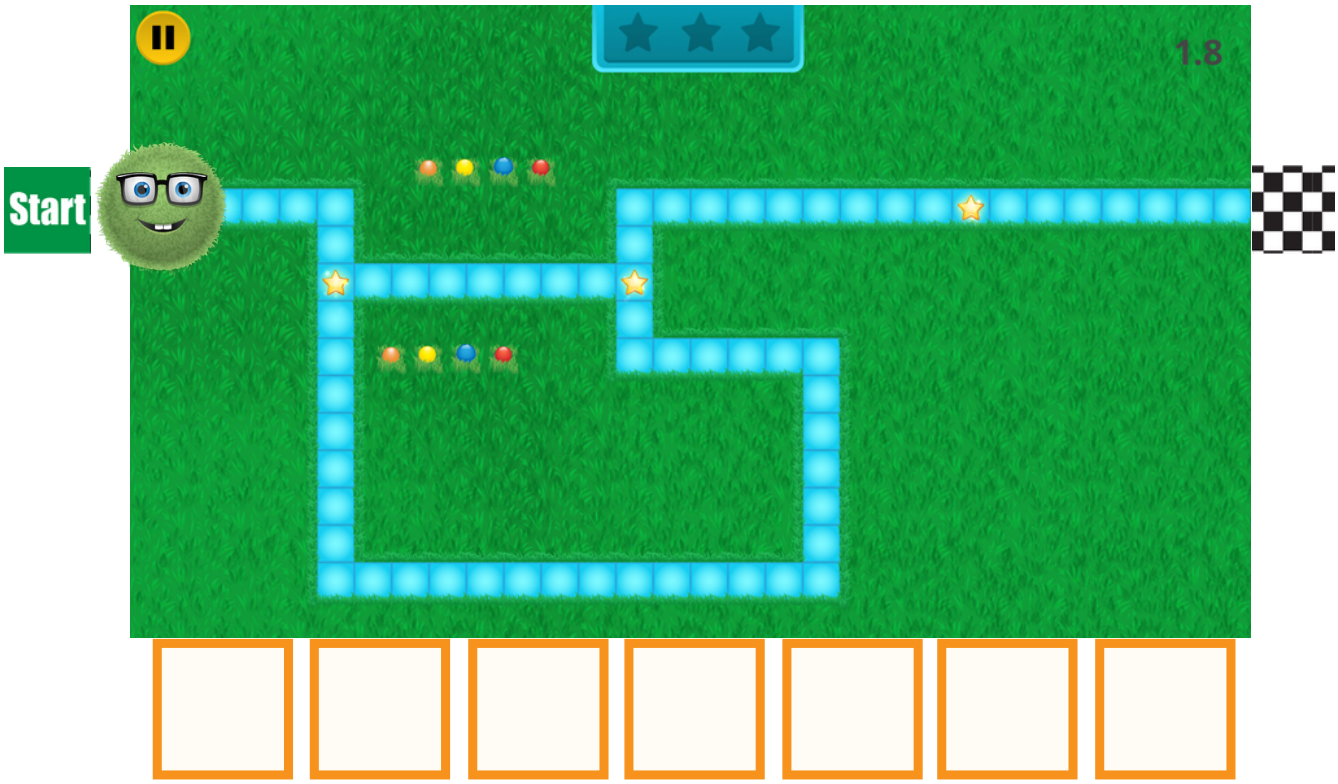
Draw the missing arrows to show the fuzz how to get through the maze



Name: _____ **Date:** _____

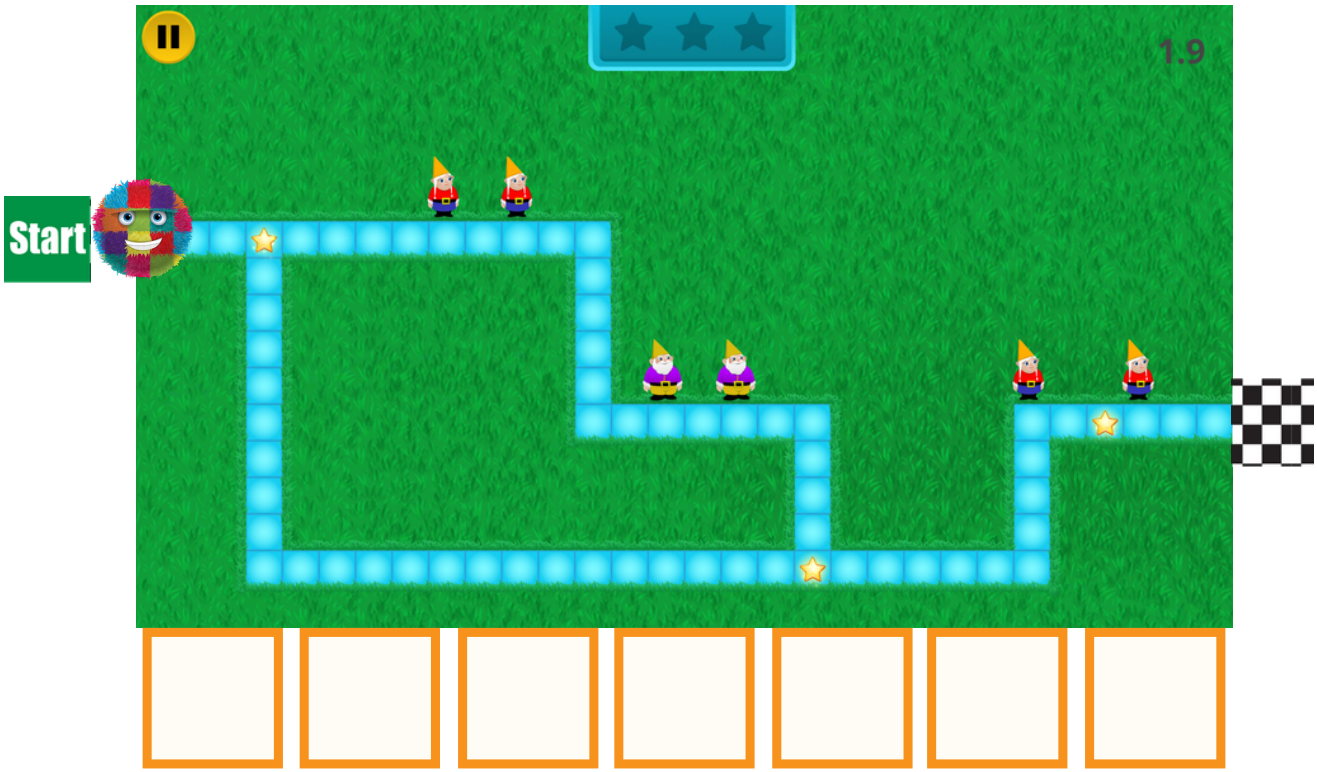
Draw the arrows to show the fuzz how to get through the maze.

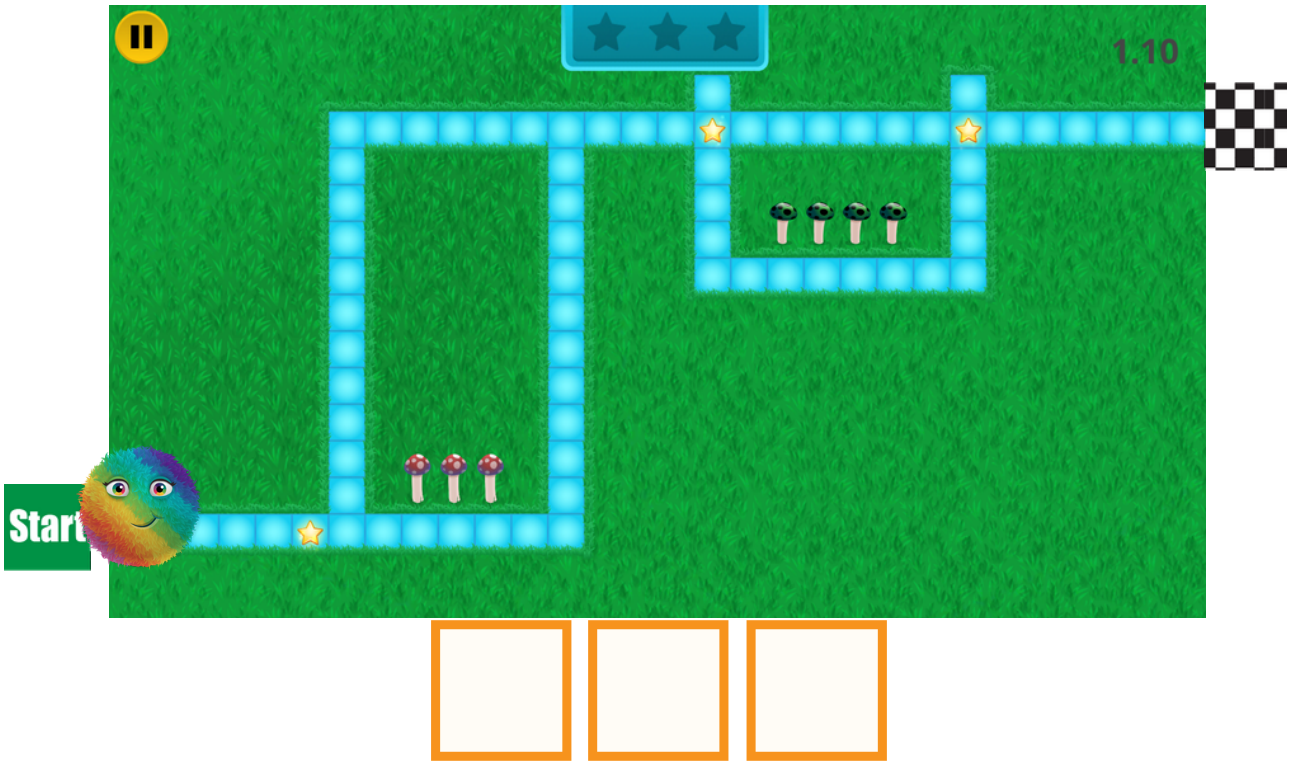




Name: _____ **Date:** _____

Draw the arrows to show the fuzz how to get through the maze

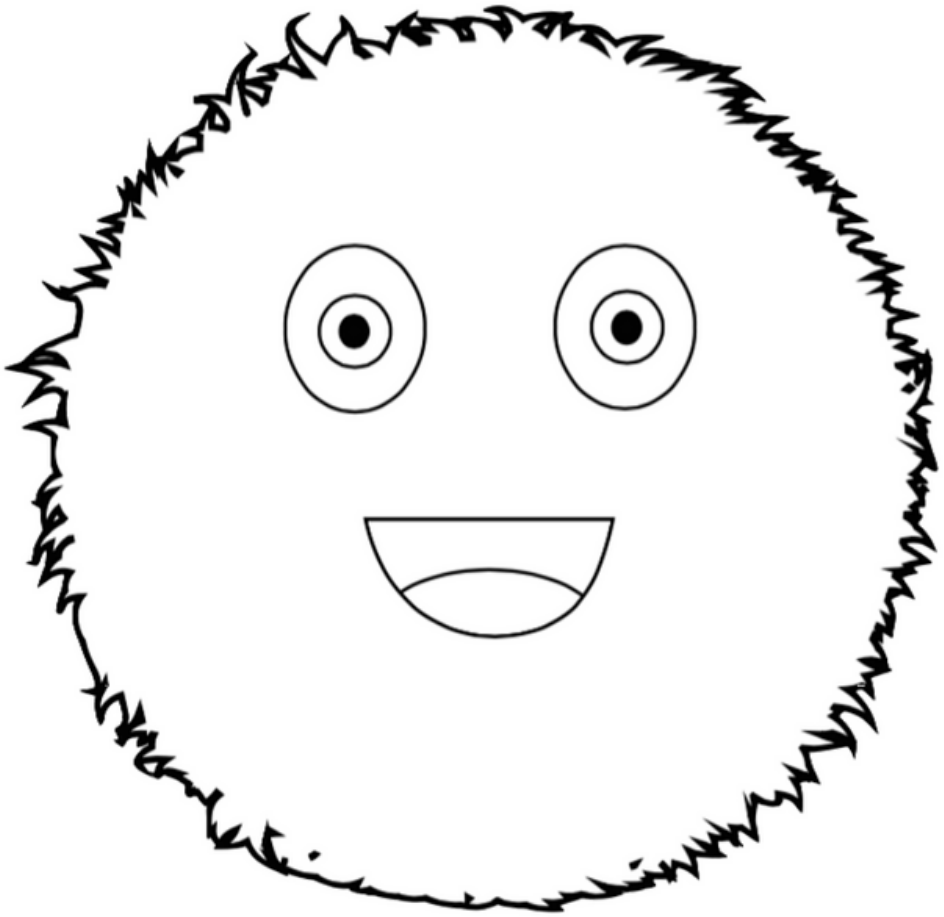




Fuzz Builder

Name: _____ **Date:** _____

Directions: Build a fuzz! Give it color and at least 1 accessories. Then, describe your fuzz's properties on the lines below.



Fuzz name:_____

Body Color:_____

Eye color:_____

Accessories:_____

Name: _____ Date: _____

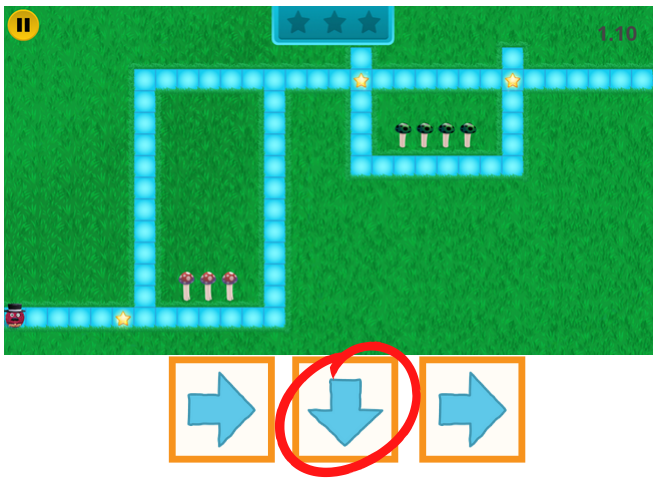
Find the Bug!

Directions:

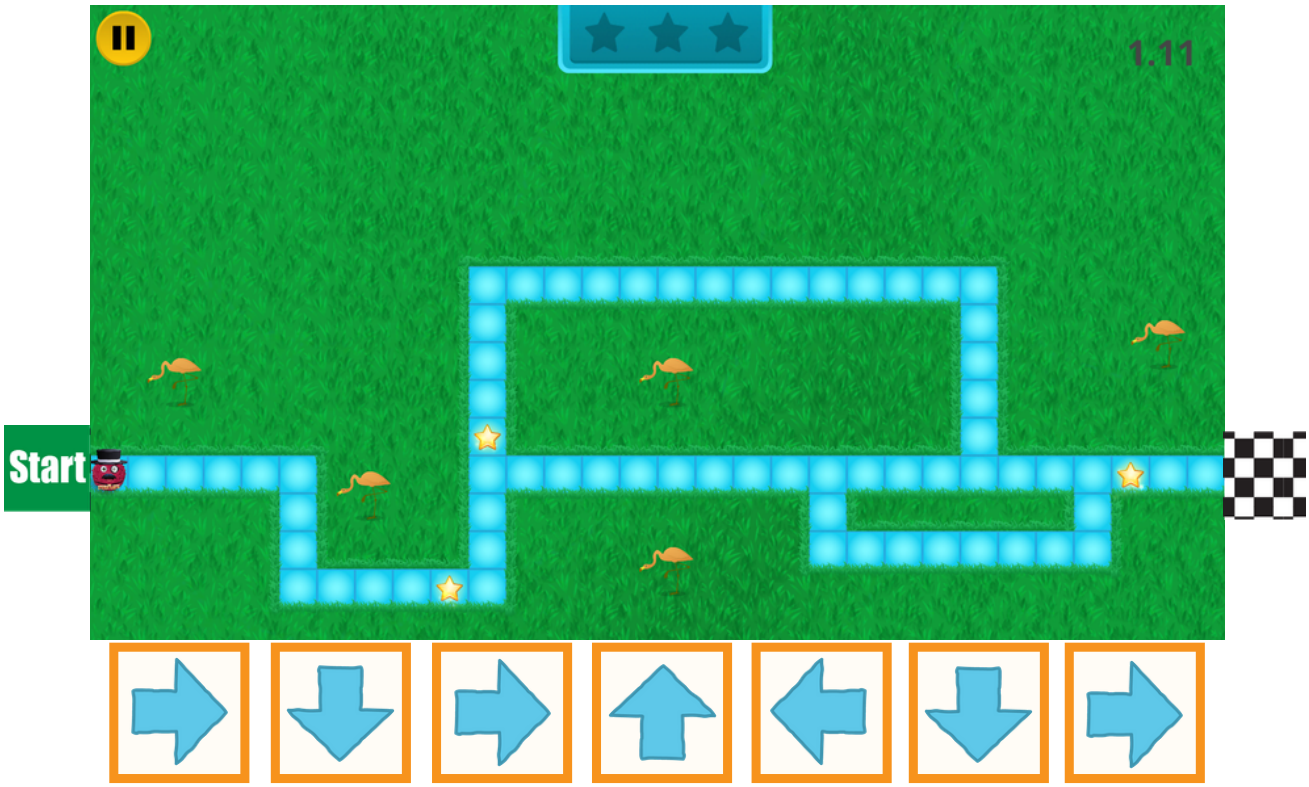
One (or more!) of the commands in the code below the maze is wrong.

Find the incorrect commands and circle them.

Example:



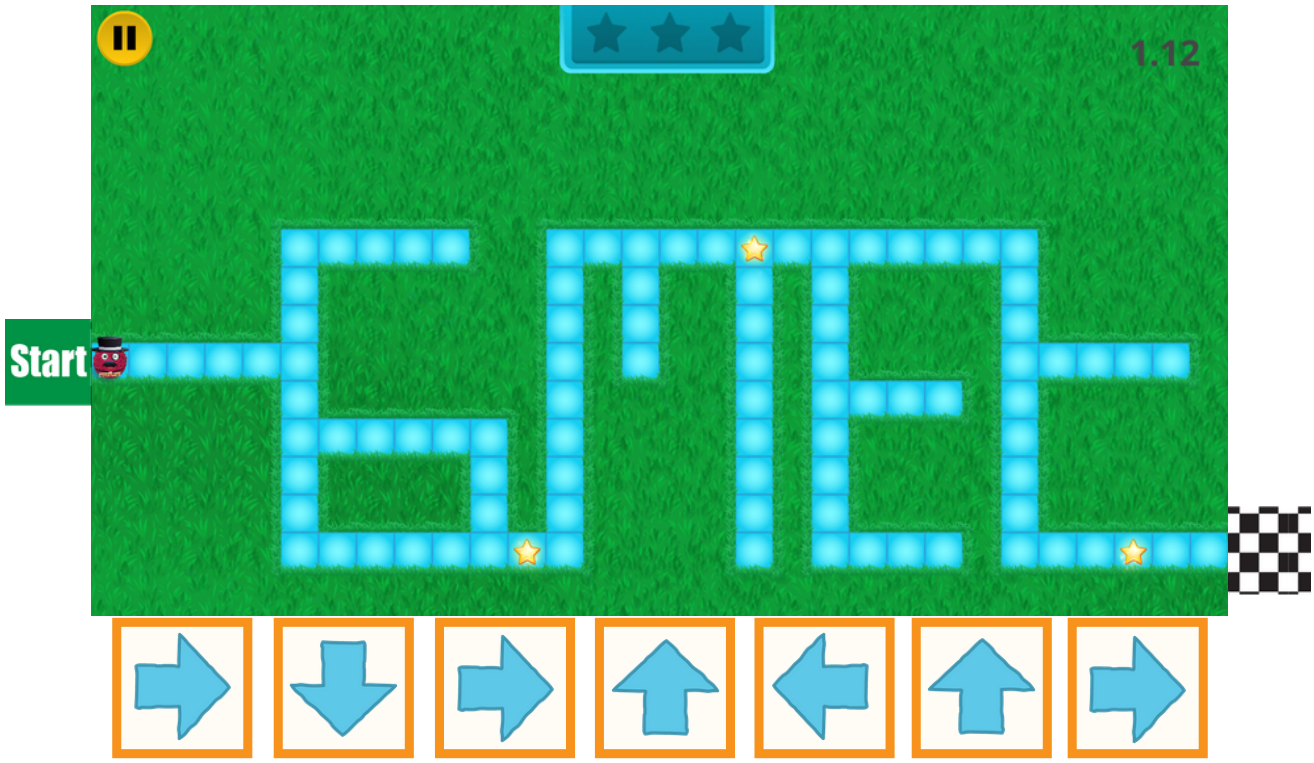
Now You Try!

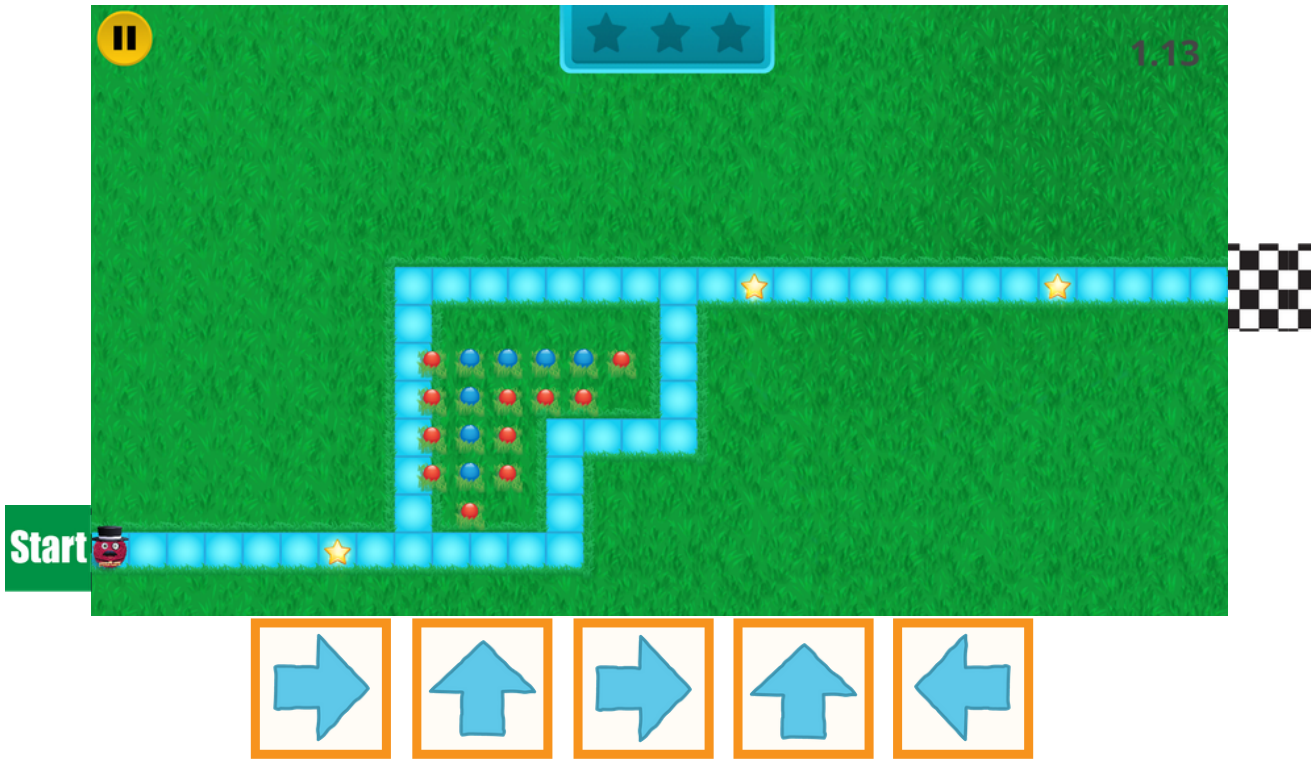


Which of these commands is wrong?

Name: _____ **Date:** _____

Circle the command that is incorrect.

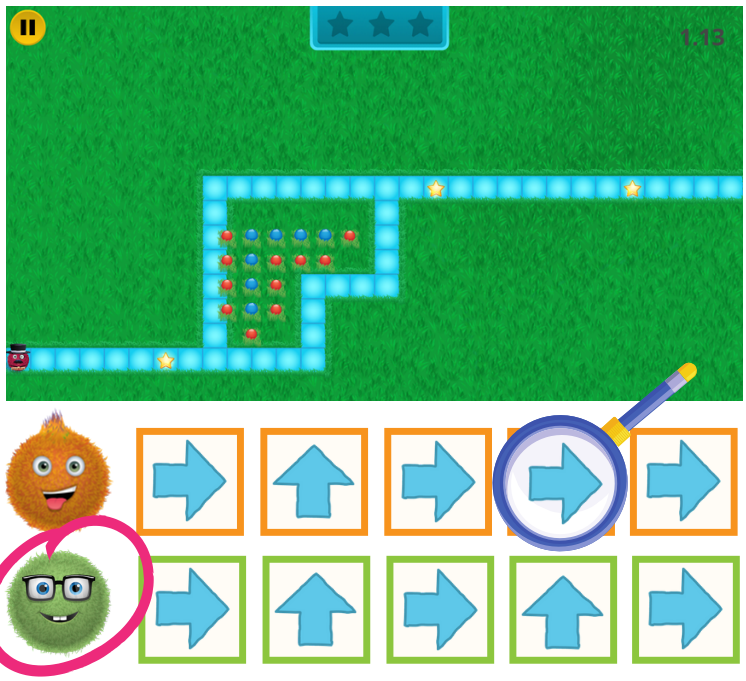




Name: _____ Date: _____

Bug Hunting

Example:



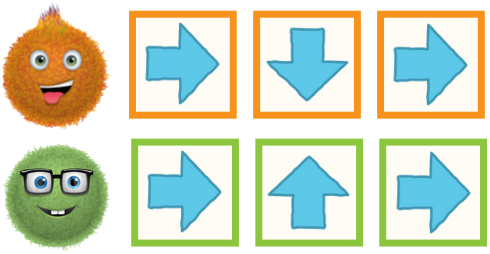
Directions:

One of the Fuzzes has the correct code to solve the maze.

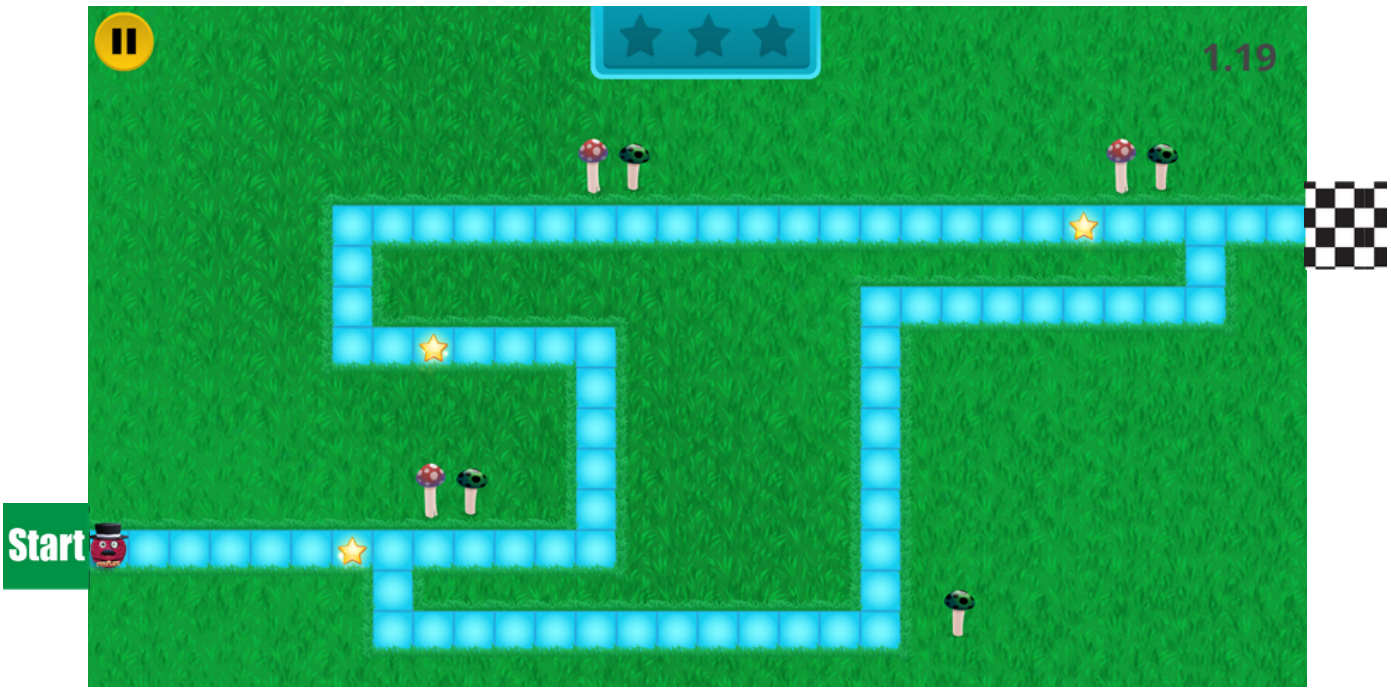
Circle the fuzz with the correct code!

Now You Try!

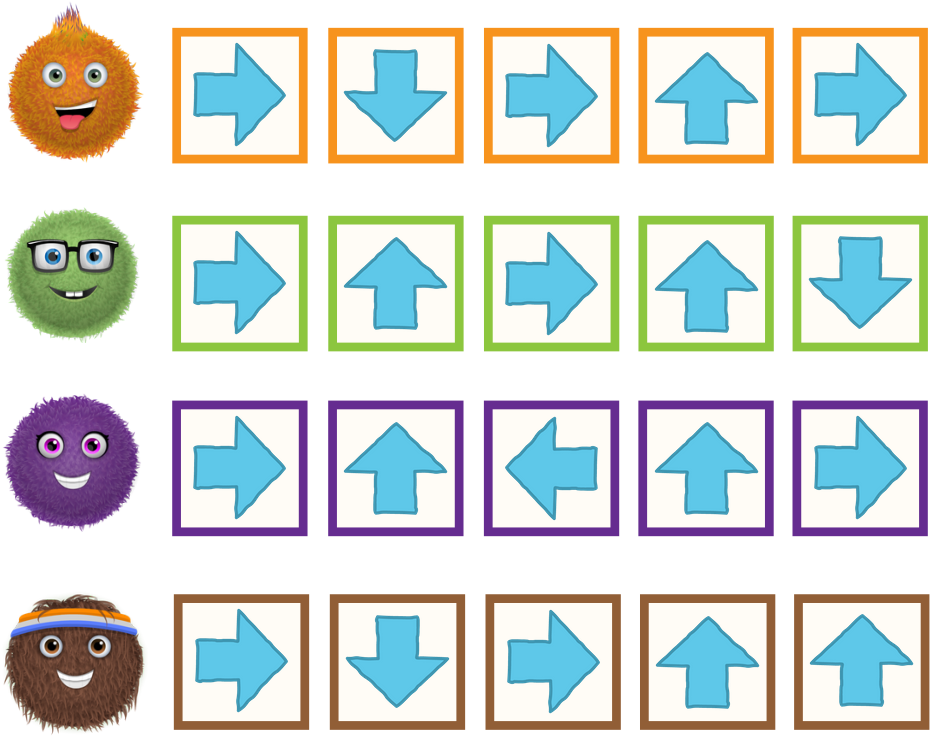
Which fuzz has the correct code?



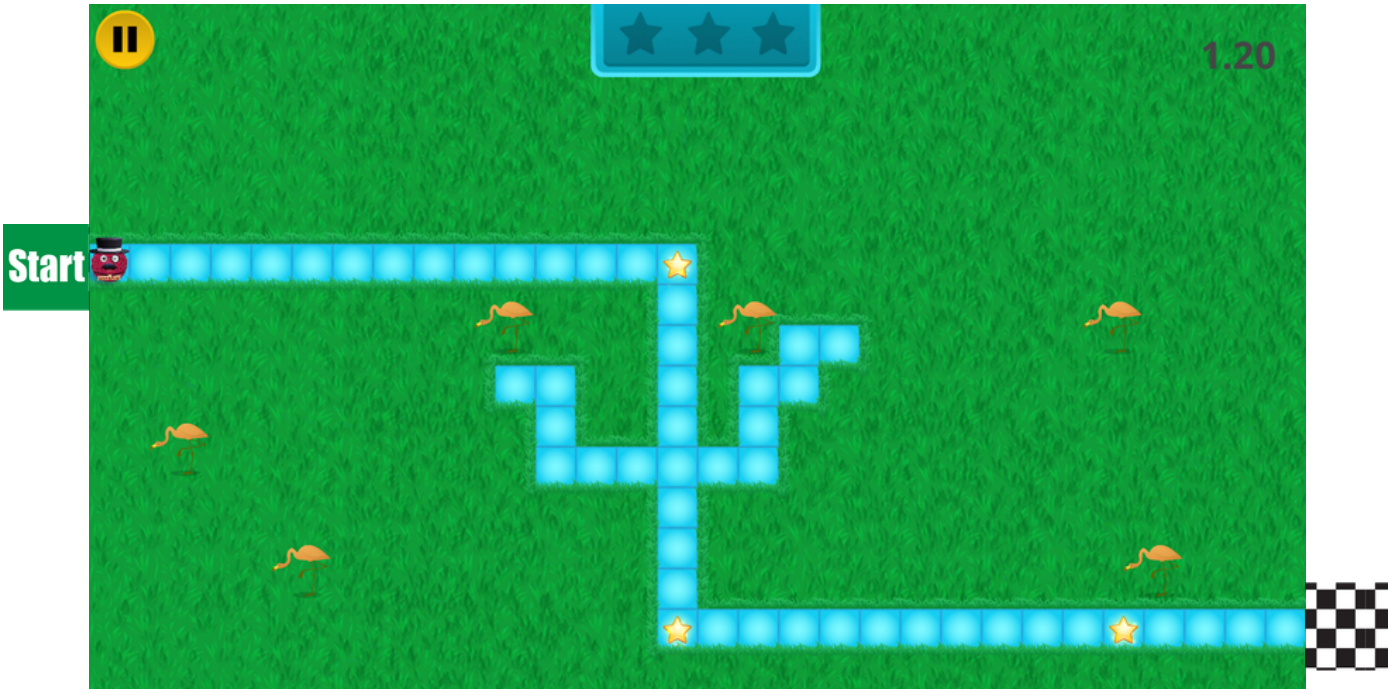
Name: _____ **Date:** _____



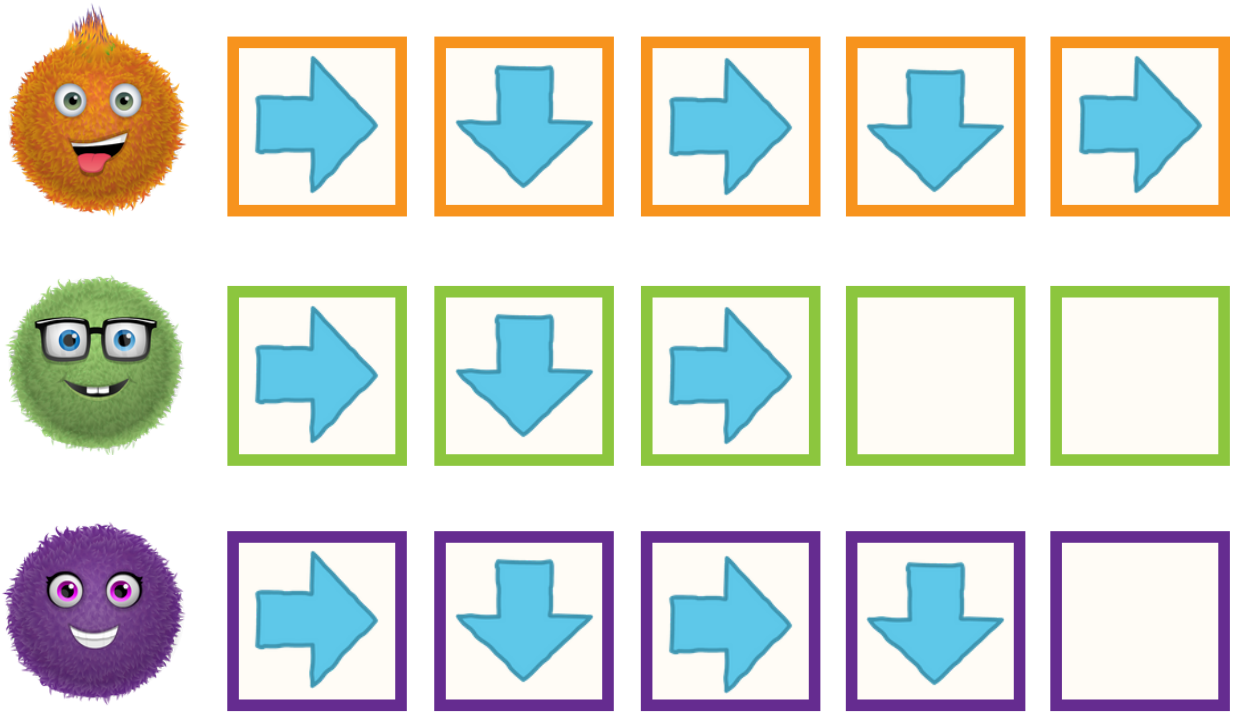
Circle the fuzz with the correct code!



Name: _____ **Date:** _____



Circle the fuzz with the correct code!



Name: _____ Date: _____

What if...

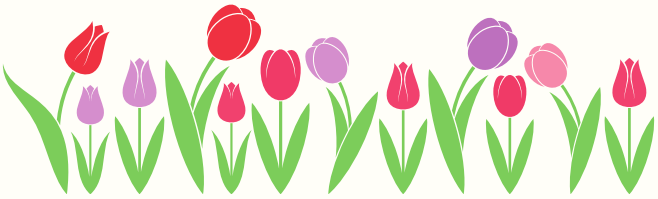
Directions:

Complete each conditional statement.

Draw a picture to go along with it!

Example:

If you water the garden, **then**...



The flowers will grow!

Now You Try!

IF it is cold outside**, THEN...**

_____

What might happen? Finish the sentence

Name: _____ **Date:** _____

IF it is a holiday, **THEN...**

_____

IF you finish your homework, **THEN...**

_____

Name: _____ **Date:** _____

Make up a couple of your own!

IF _____**, THEN...**

_____

IF _____**, THEN...**

_____

Name: _____ Date: _____

Creative Conditions

Directions:

Pick an image and use it as inspiration to write a short story. What would happen next? It's up to you!

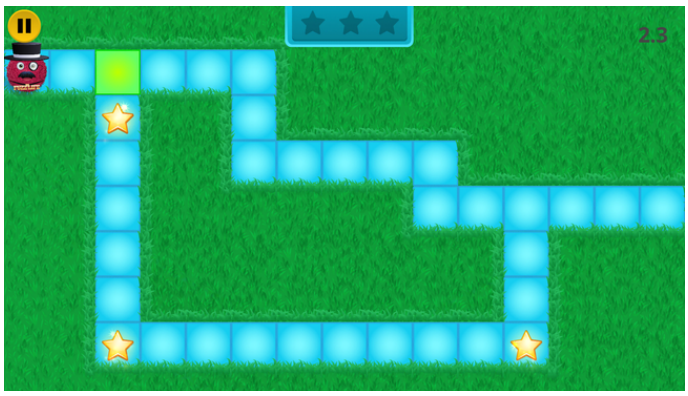
if... (choose an image)

then... (what happens next? Write your story in the space below)

Colorful Conditions

Name: _____ **Date:** _____

Example:



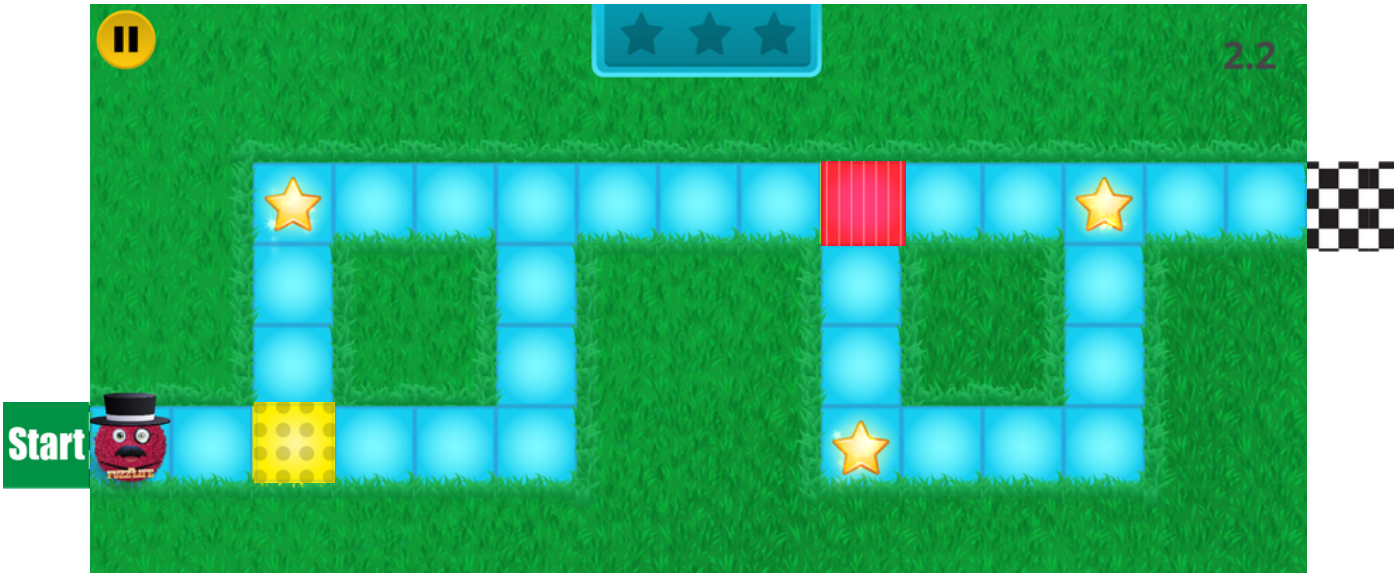
If  , then  or 

Directions:

Which way should the Fuzz roll when it reaches the condition tile?

Circle the arrow command that will help the fuzz collect all the stars.

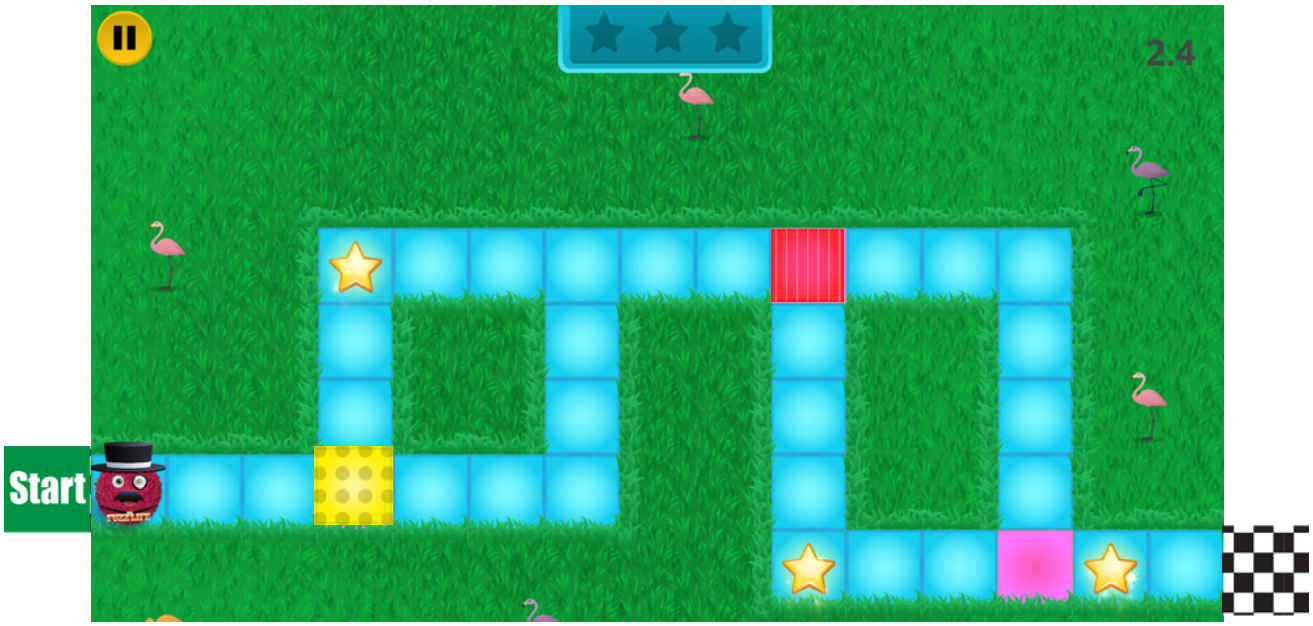
Now You Try!



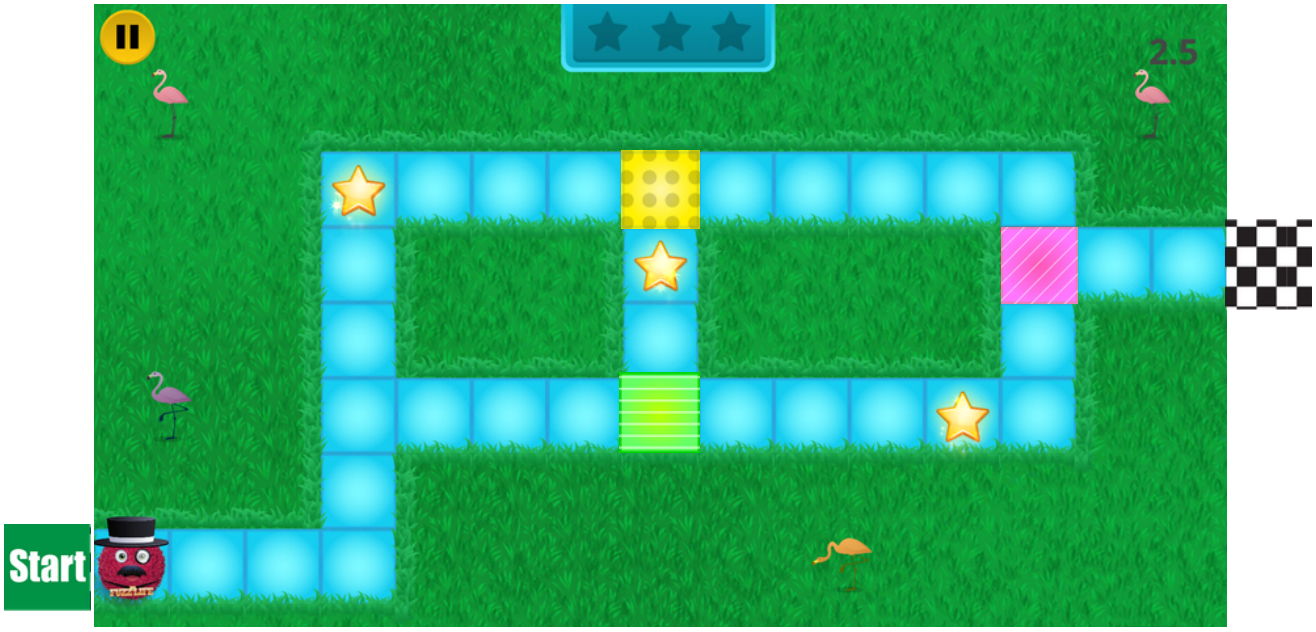
If  , then  or 

Which direction should the fuzz roll?

Name: _____ **Date:** _____

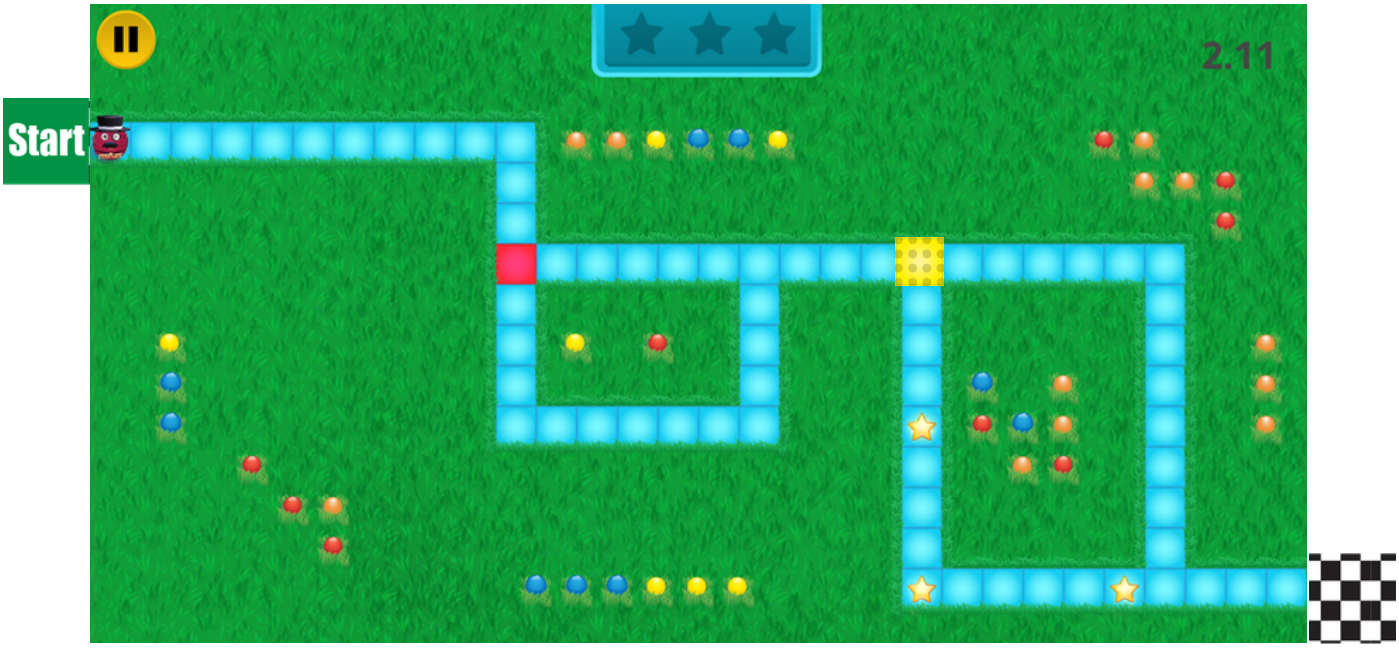


If  , then  or 

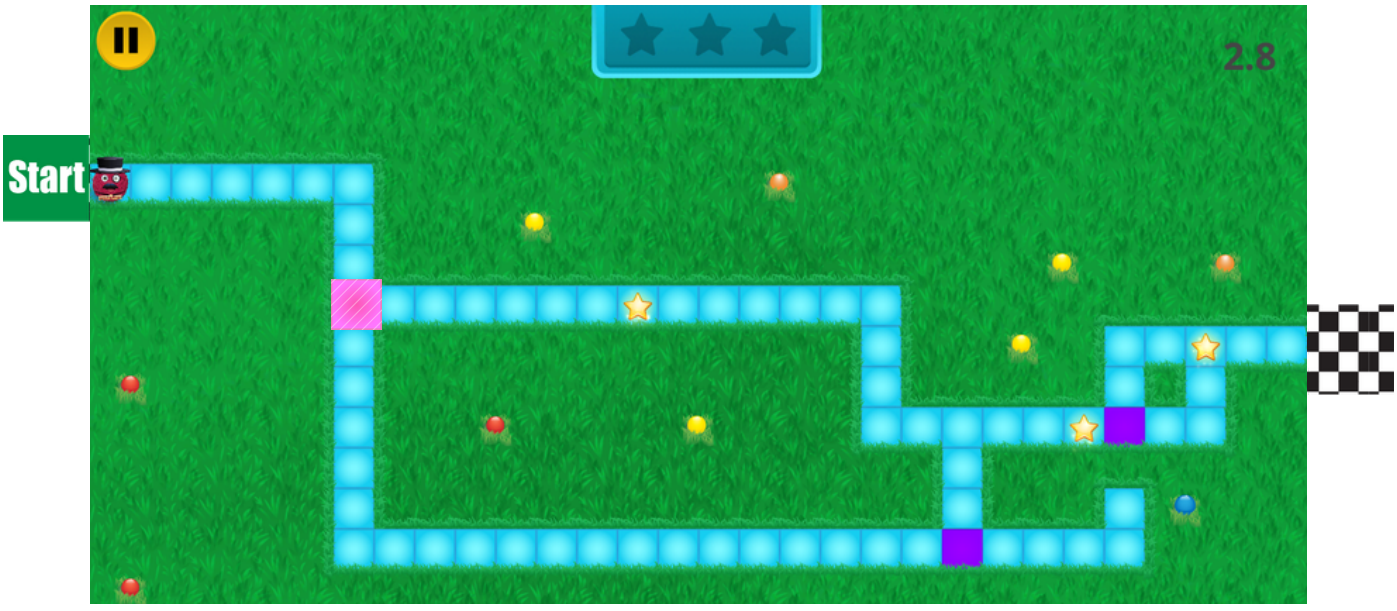


If  , then  or 

Name: _____ **Date:** _____



If  , then  or 



If  , then  or 

Name: _____ Date: _____

Rules Apply

Directions:

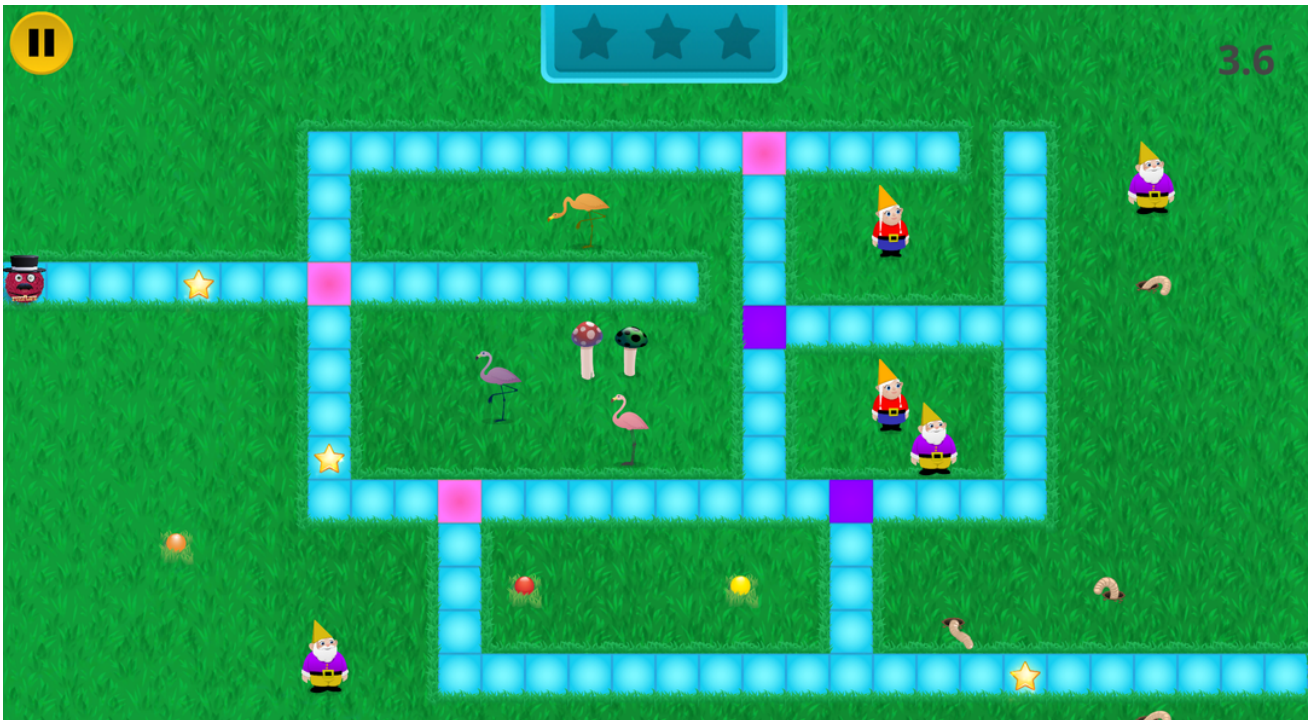
1. Circle the **rules**
2. Put a rectangle around the **conditions**

Helpful Tips:

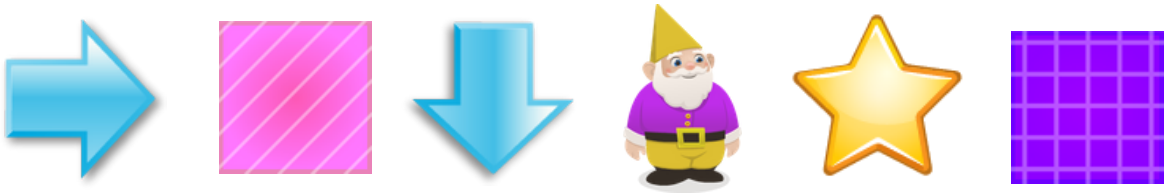
A **rule** is something that tells your program the direction to run.

A **condition** is an exception to a rule. It tells your program to change directions.

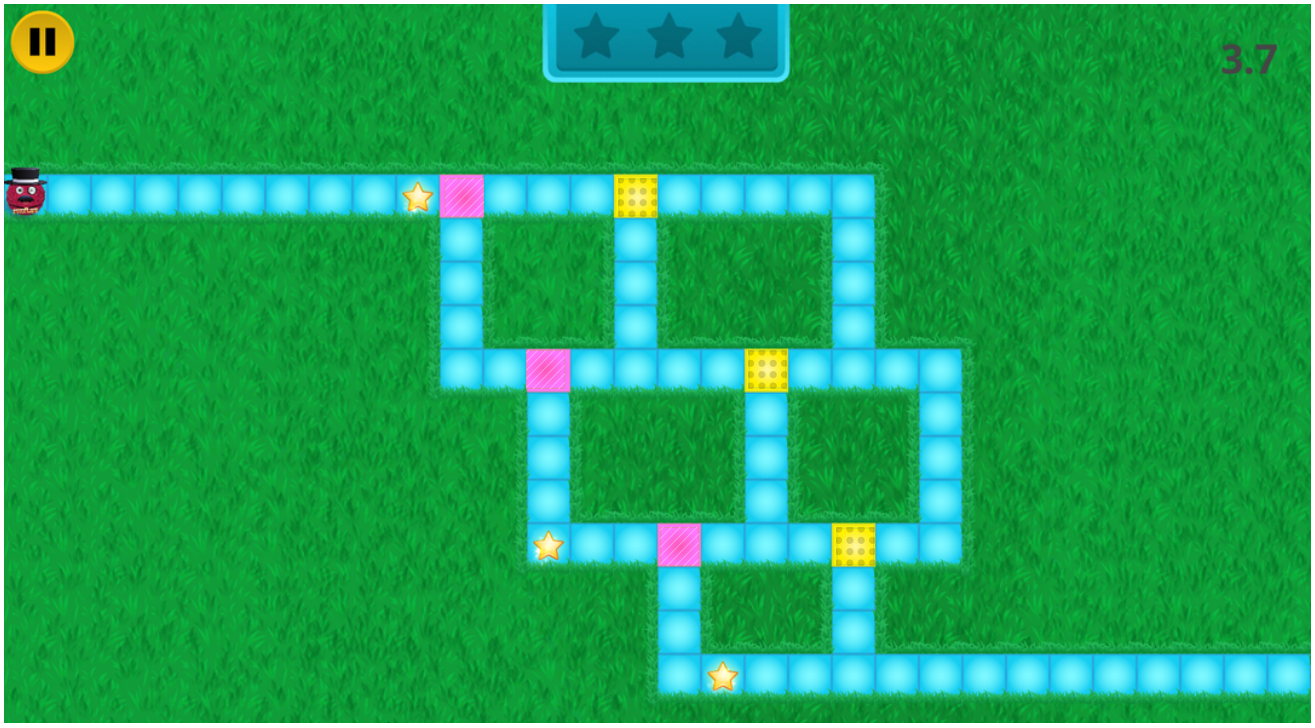
Now You Try!



Circle the rules. Rectangle the conditions:



Name: _____ **Date:** _____



Circle the rules. Rectangle the conditions:

How do you decide which ones are **conditions** or **rules**? Explain:

Name: _____ Date: _____

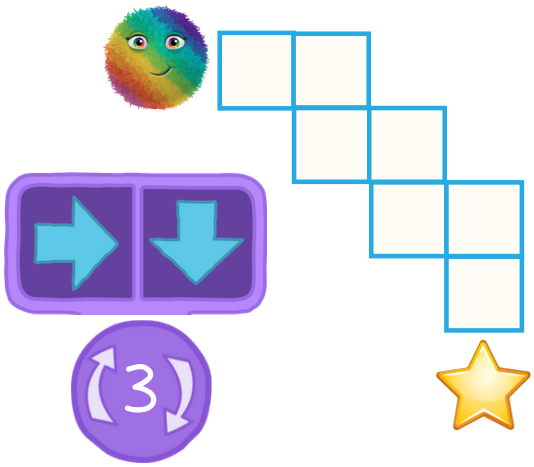
How Many Loops?

Directions:

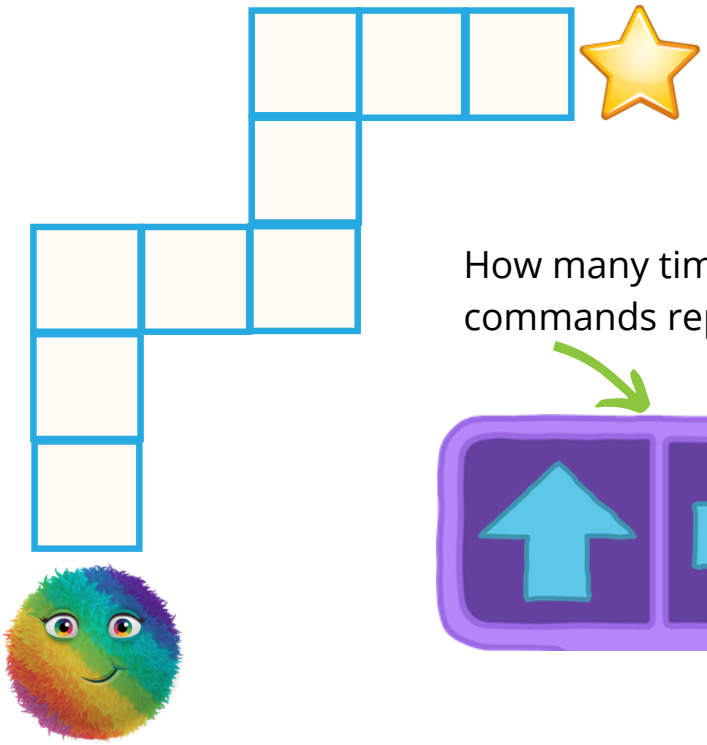
Help the fuzz reach the star!

Write the number of times the fuzz needs to loop (repeat) the two commands.

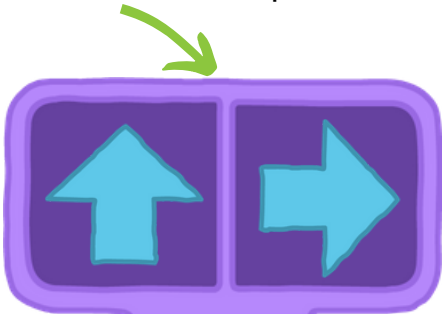
Example:

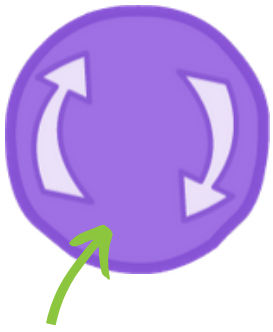


Now You Try!



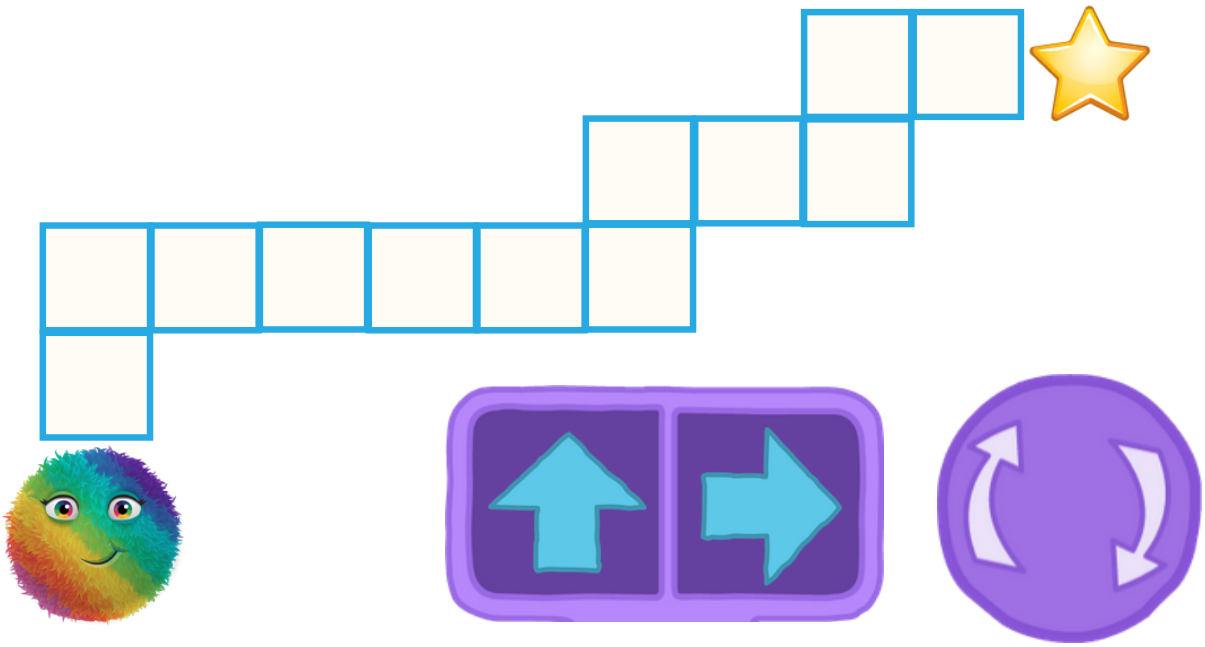
How many times are these commands repeated?

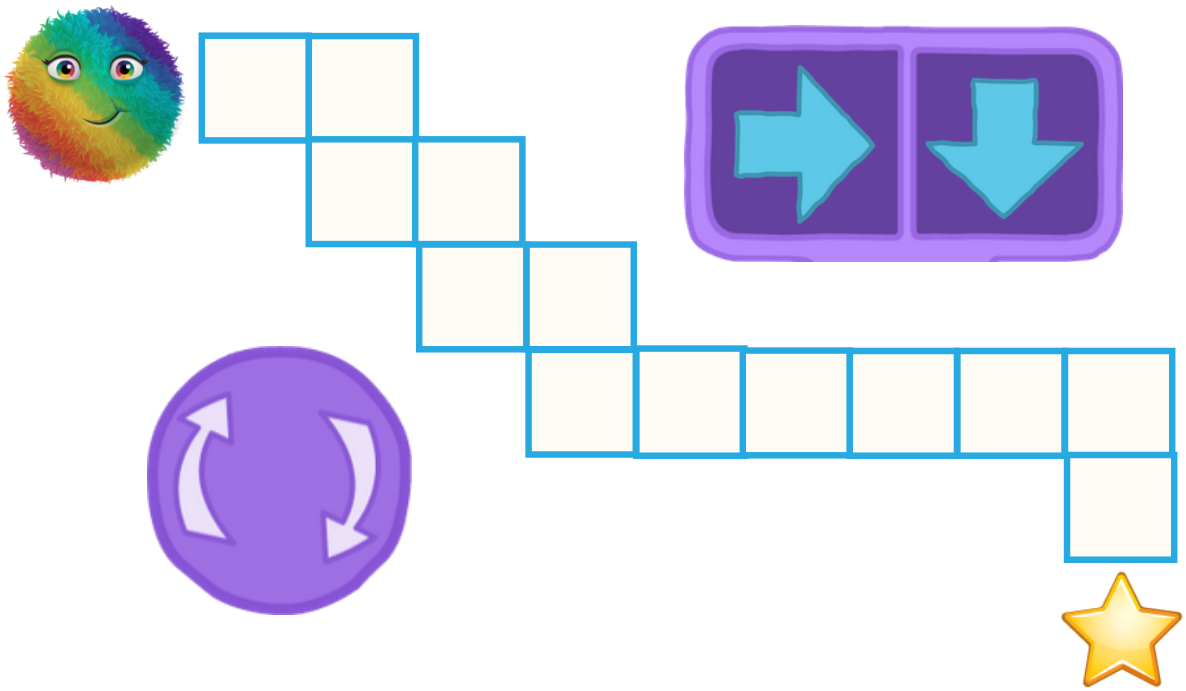




Write the number of loops here

Name: _____ **Date:** _____



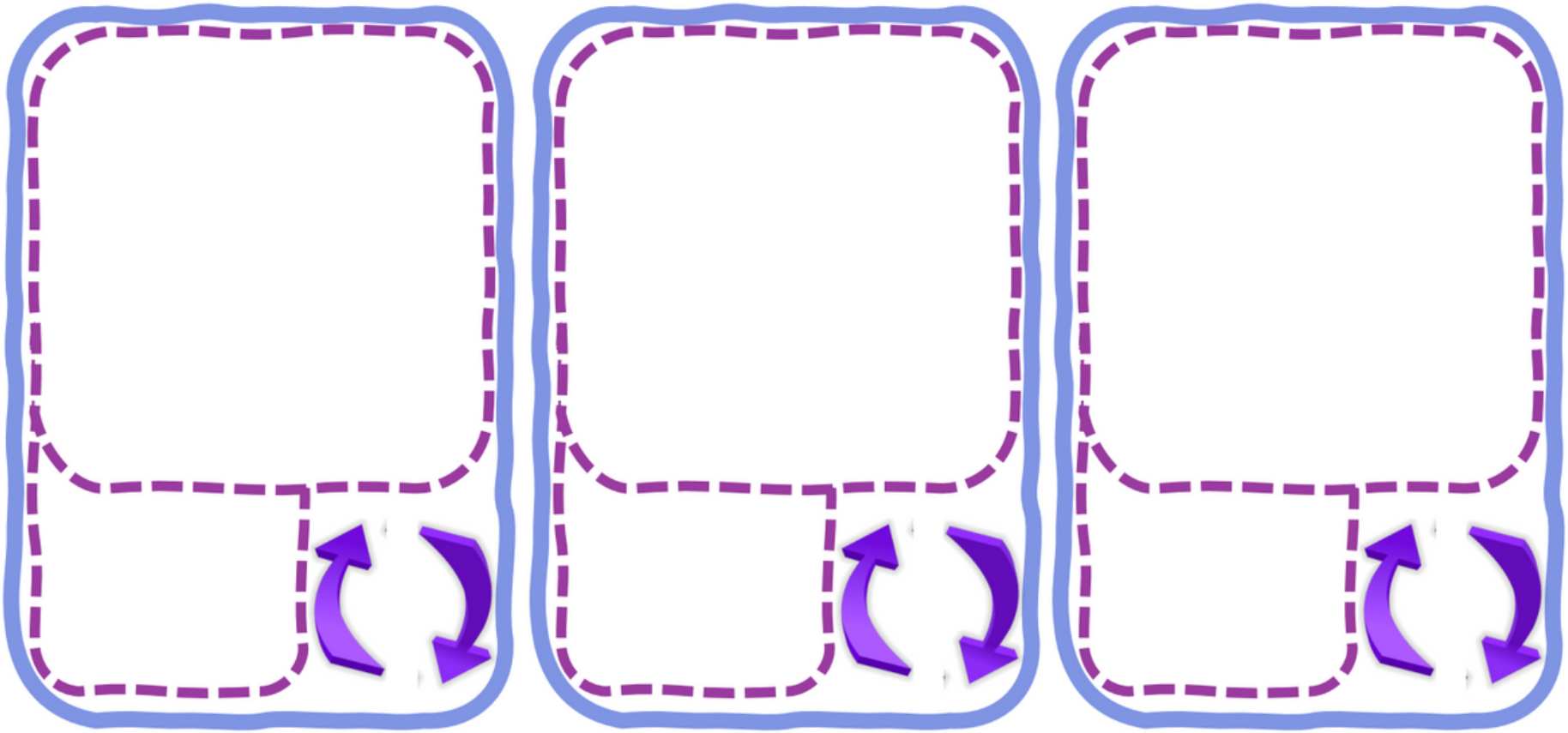


Name: _____ Date: _____

_____'s Fuzzy Flex Program

Name

Instructions: In the boxes below, draw or write out the 3 exercises in your routine:



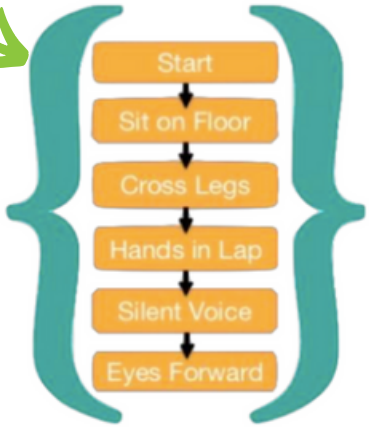
- In each loop, write the number of times the move should be repeated.
- Share your program with a friend or family member to test it out!
- Make changes to the loops as needed.

Kodable

Familiar Functions

Name: _____ **Date:** _____

Example: criss-cross applesauce



Directions:

We've turned these daily routines into mental functions! Break down the steps for each task below.

cook breakfast

wash hands

play fetch

tie shoes

Name: _____ Date: _____

Fashionable Functions

Instructions: Write the sequence of steps you follow when you get dressed on the lines below.

```
function getDressed( ) {

1 ----------

2 ----------

3 ----------

4 ----------

5 ----------

}
```

When you are done, think about the steps a **fuzz** takes to getDressed(). Would they be the same as yours?

Name: _____ Date: _____

Asteroid Sort

Directions:

1. Cut out the asteroids
2. Look at their values
3. Sort the asteroids based on the values into the correct variable containers!

Strings:

Integers: