

## UNPLUGGED WORKSHEETS



This workbook belongs to: \_\_\_\_\_

NAME

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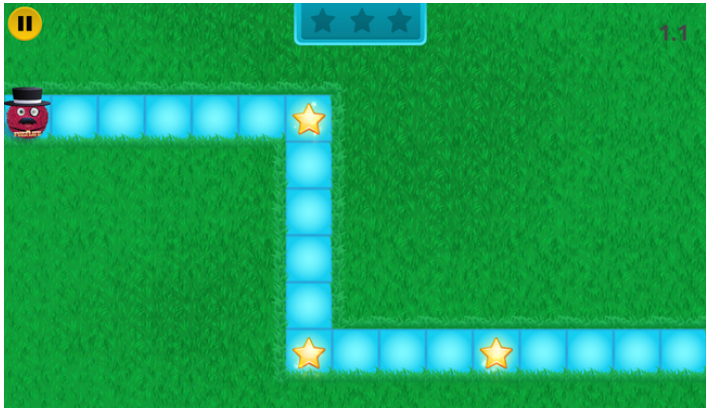


**RECOMMENDED: K-1ST GRADE**

# My First Code

Name: \_\_\_\_\_ Date: \_\_\_\_\_

## Example:

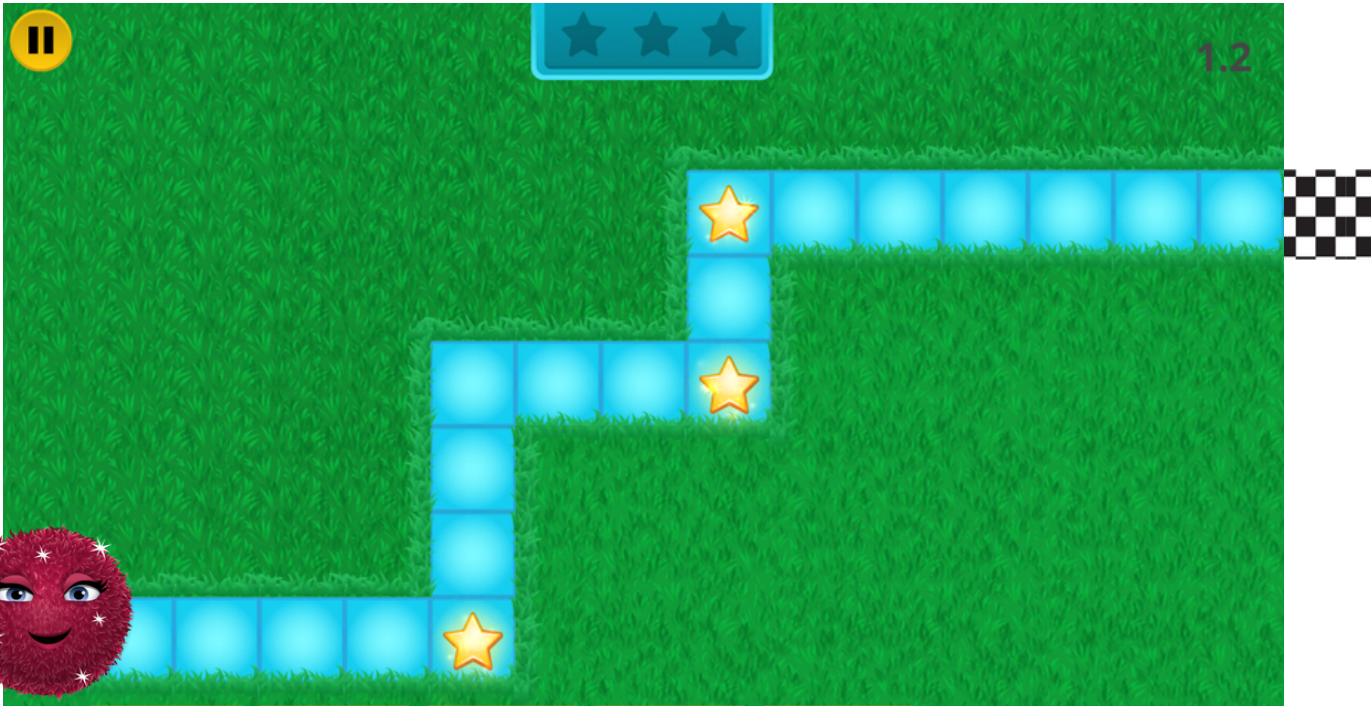


## Directions:

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.

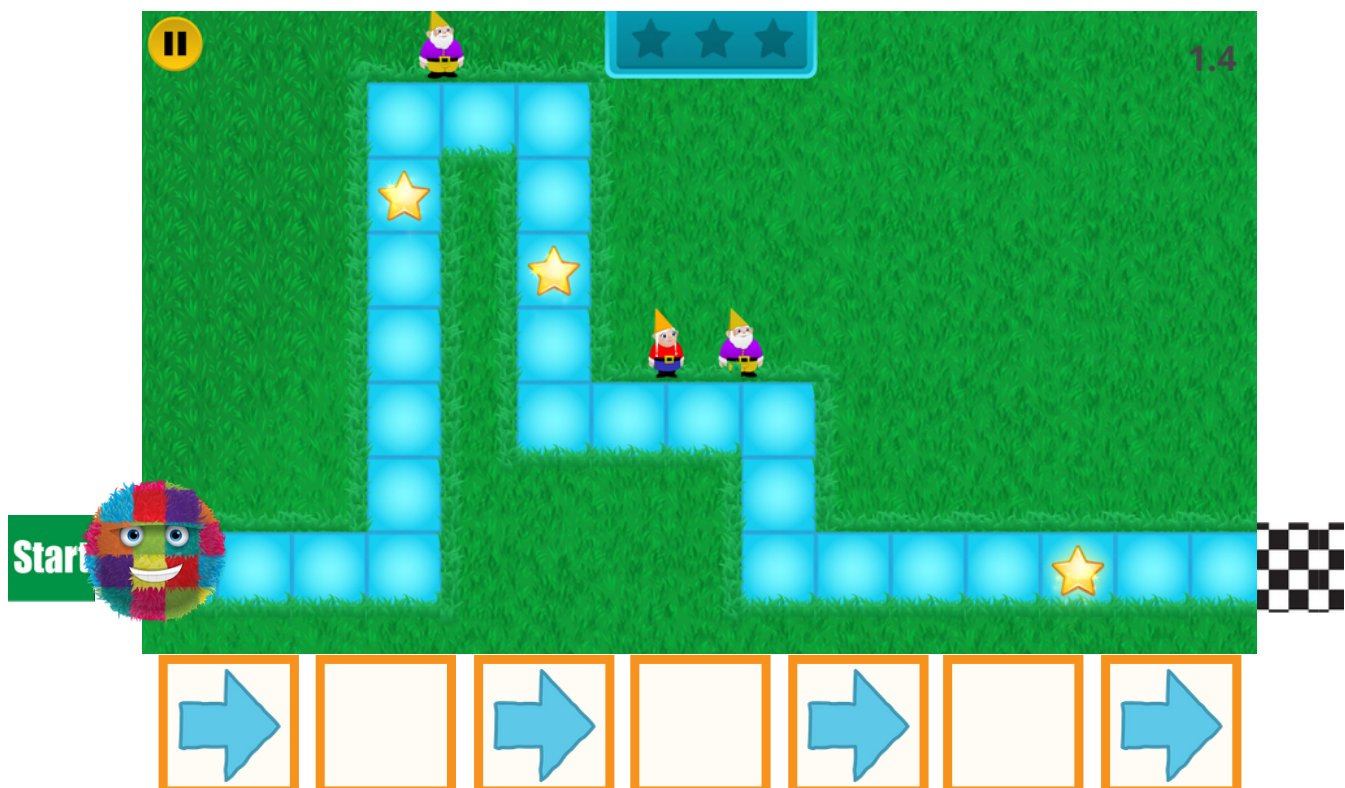
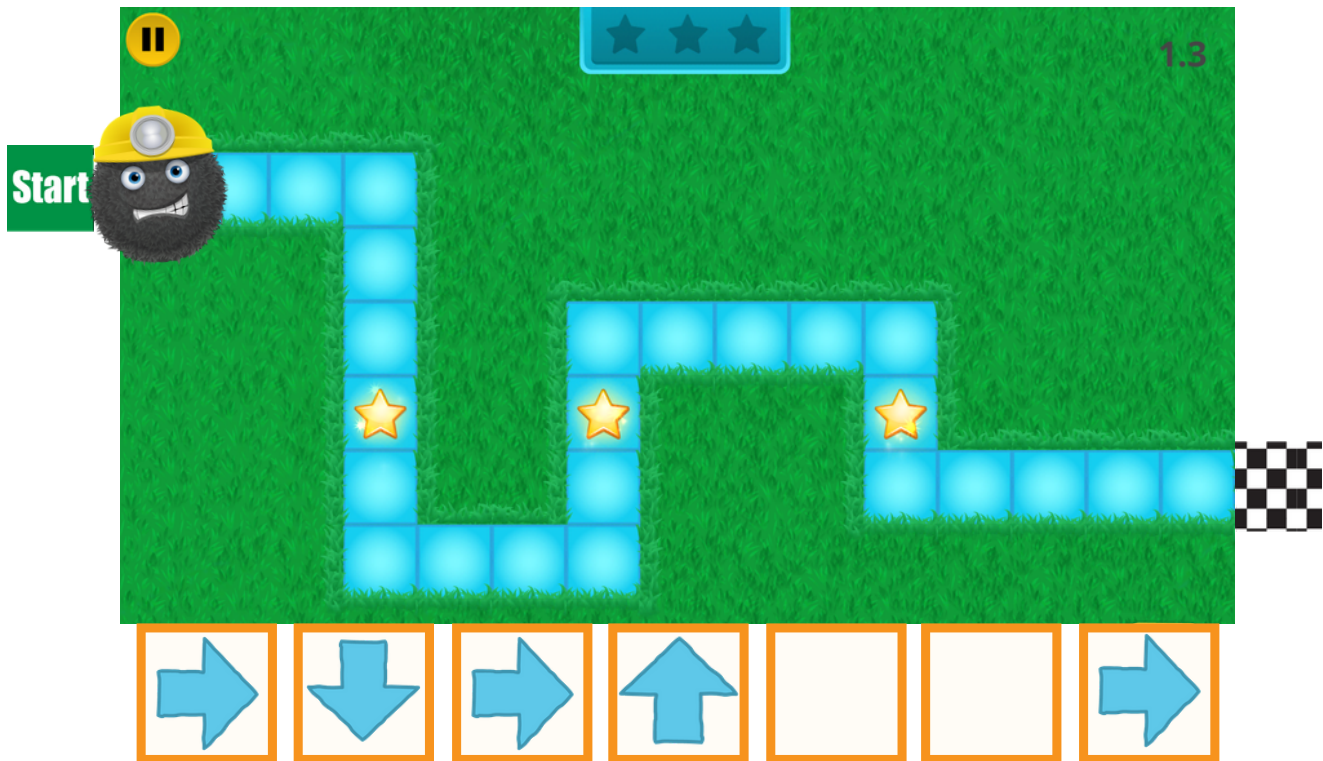
## Now you try!



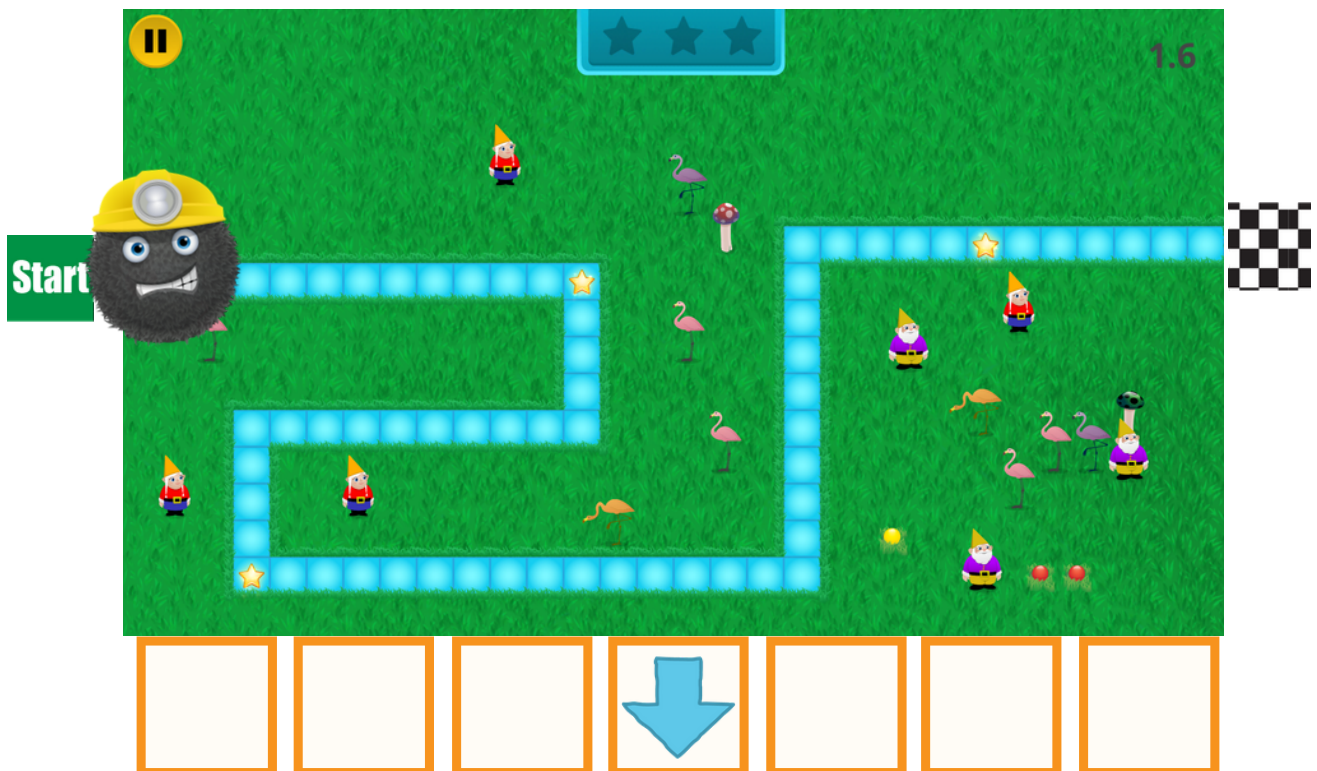
What goes here?

**Name:** \_\_\_\_\_ **Date:** \_\_\_\_\_

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









A screenshot of a Super Mario Bros. level. A red, spiky character with a face is positioned at the start of a blue brick path. The path winds through a green grassy area. There are three yellow stars on the path. A Goomba enemy is on a small platform at the top. A checkered flag is on the right. A green 'Start' sign is on the left. A pause button is in the top left. A score of 17 is in the top right. Three stars are in a blue box at the top center. Below the screen are seven empty orange boxes.



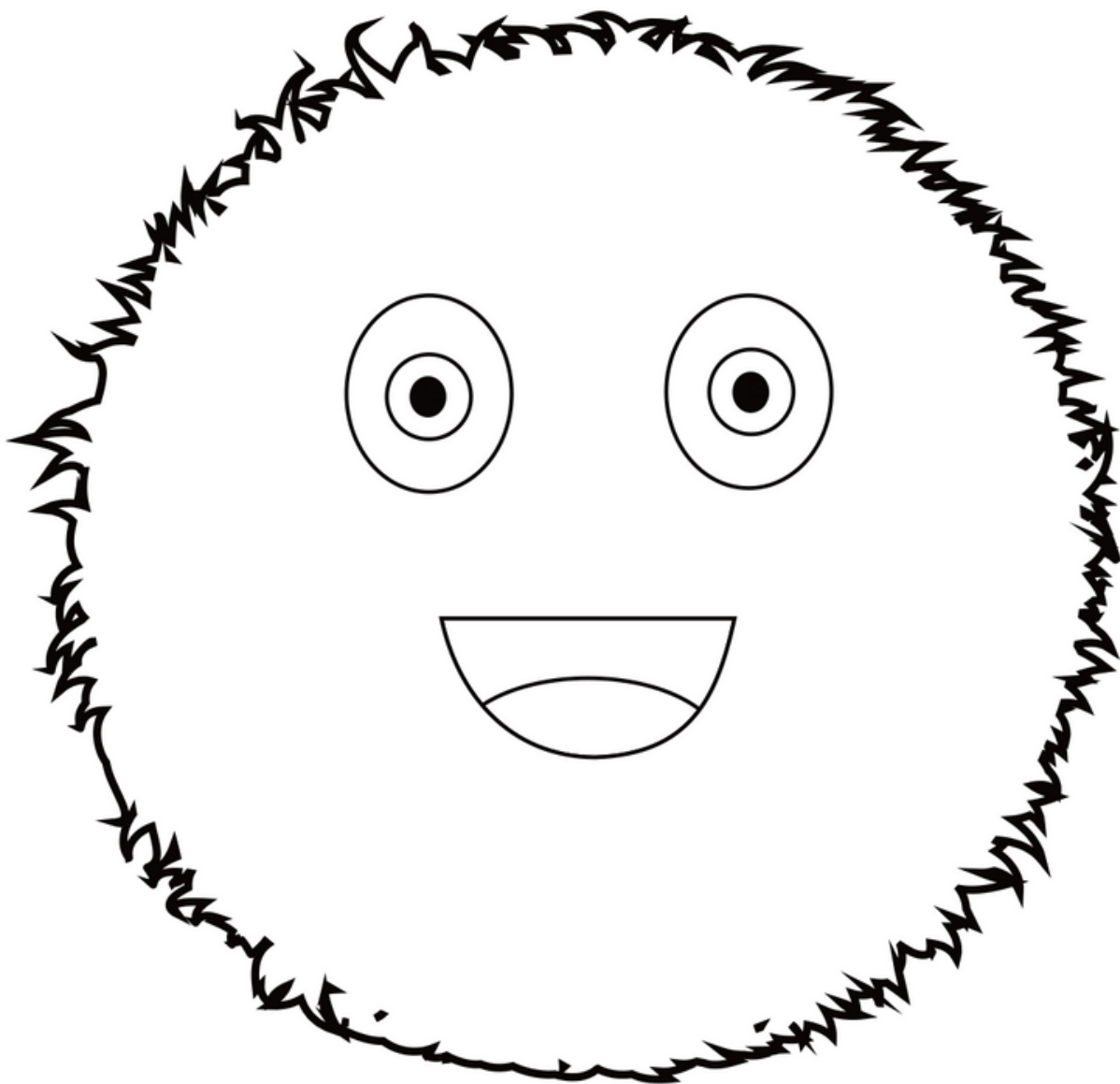
[illegible]



# Fuzz Builder

Name: \_\_\_\_\_ Date: \_\_\_\_\_

**Directions:** Create a new fuzz! Add color and accessories.



Give your fuzz a name too!

\_\_\_\_\_

Name: \_\_\_\_\_ Date: \_\_\_\_\_

# Find the Bug!

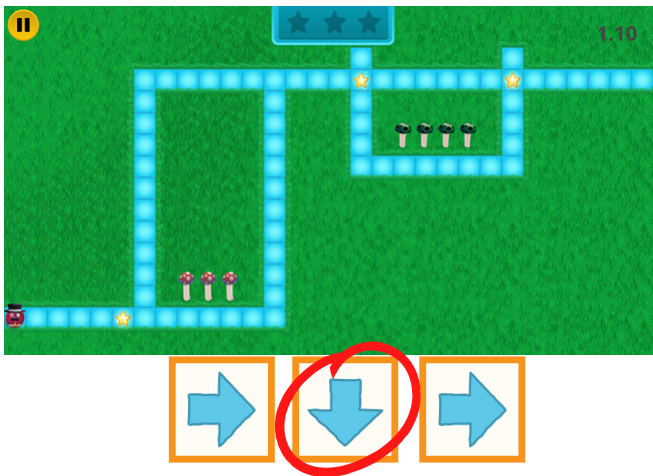


## Directions:

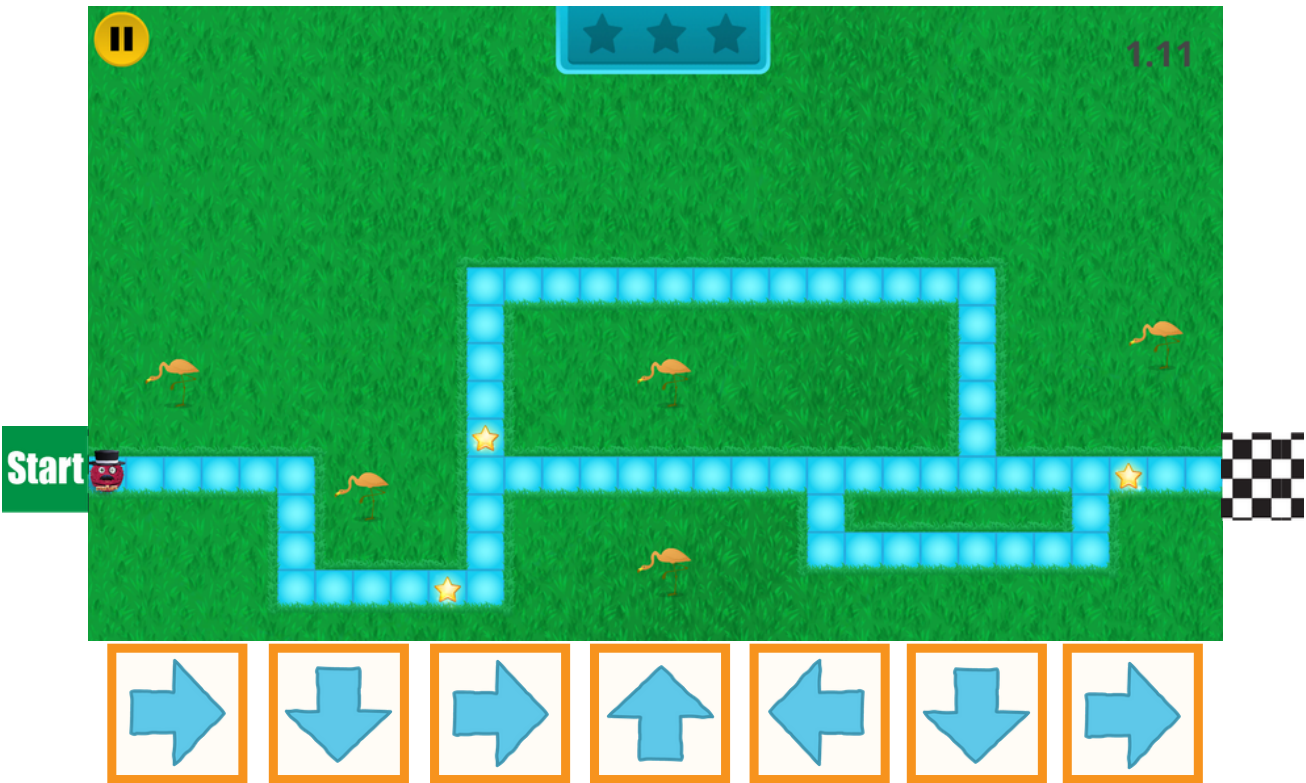
One of the commands in the code below the maze is wrong.

Find the incorrect command and circle it.

## Example:



## Now You Try!



Which of these commands is wrong?



Name: \_\_\_\_\_ Date: \_\_\_\_\_

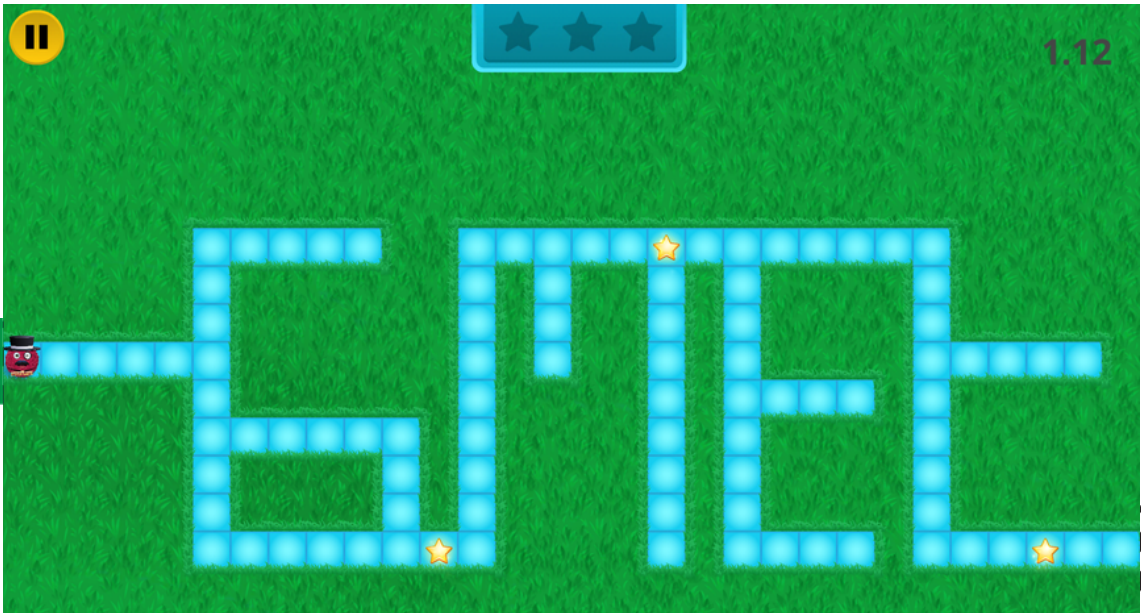
Circle the command that is incorrect.

⏸

☆☆☆

1.12

Start



→

↓

→

↑

←

↓


→

⏸

☆☆☆

1.13

Start



→

↑

→

→

→

# Bug Hunting



Name: \_\_\_\_\_ Date: \_\_\_\_\_

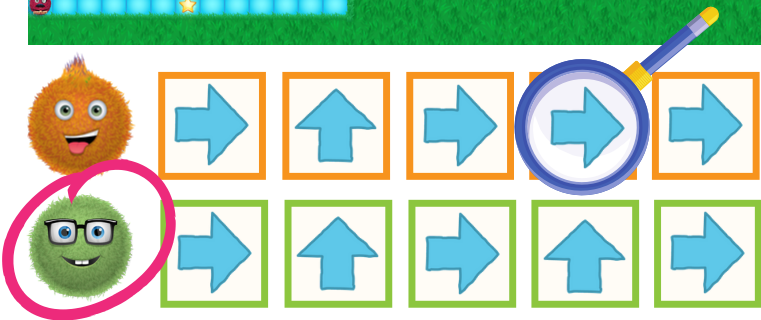
Example:



**Directions:**

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

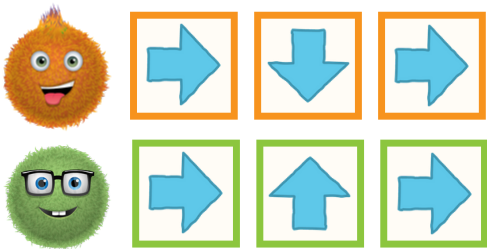
Circle the fuzz with the correct code!



**Now You Try!**

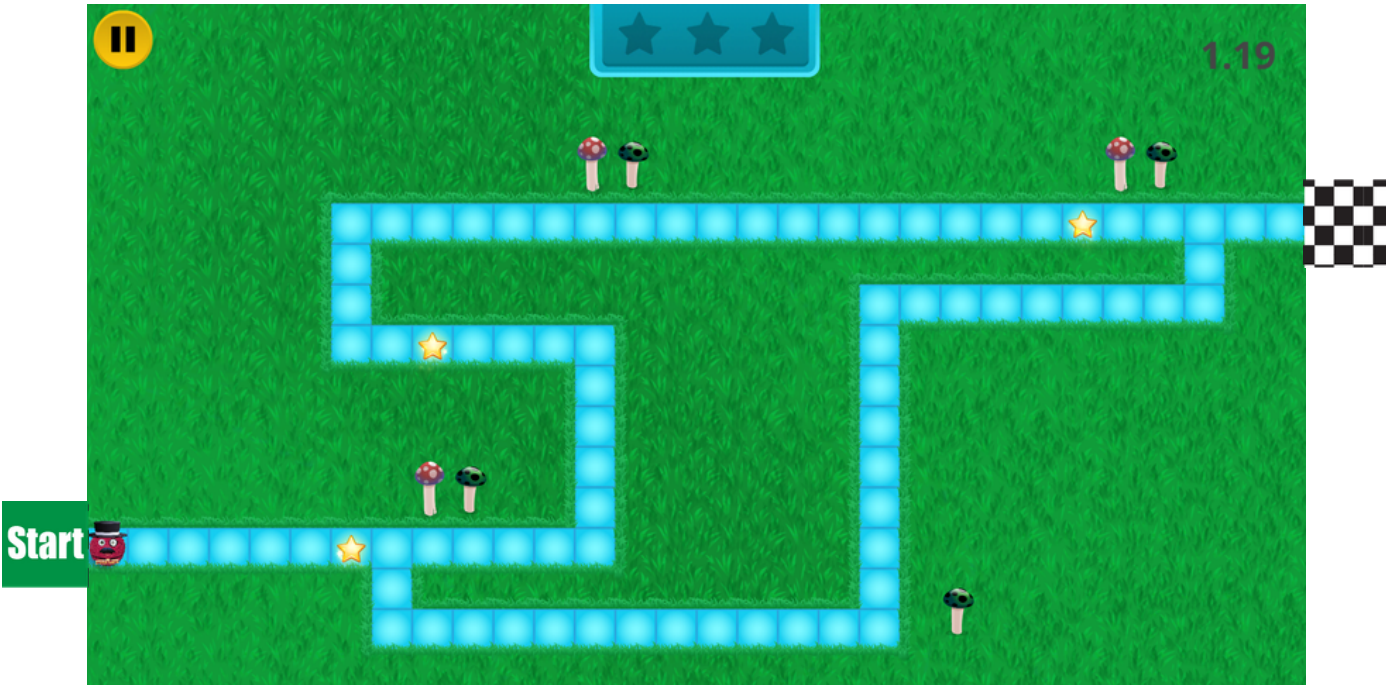


Which fuzz has the correct code?

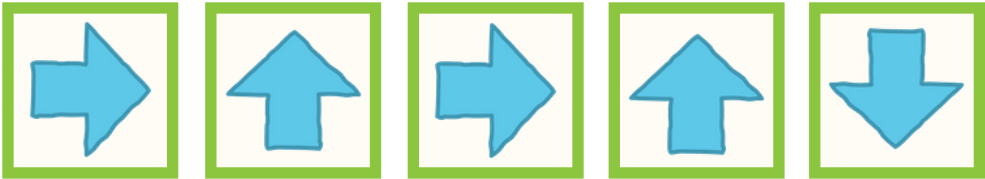




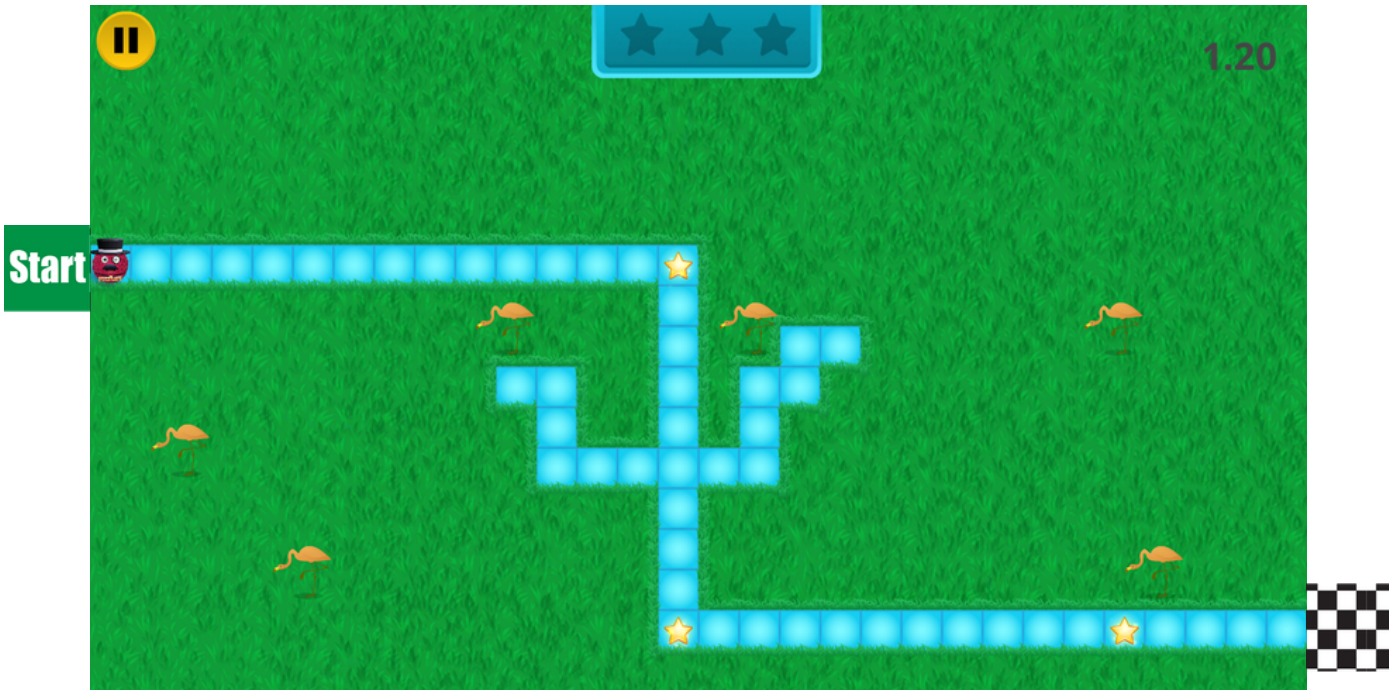
Name: \_\_\_\_\_ Date: \_\_\_\_\_



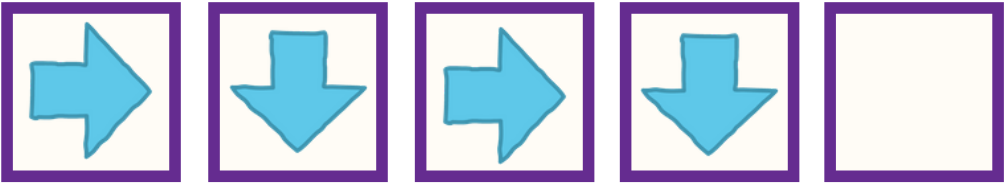
Circle the fuzz with the correct code!



Name: \_\_\_\_\_ Date: \_\_\_\_\_



Circle the fuzz with the correct code!





Name: \_\_\_\_\_ Date: \_\_\_\_\_

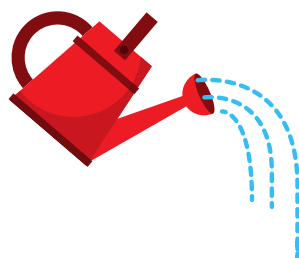
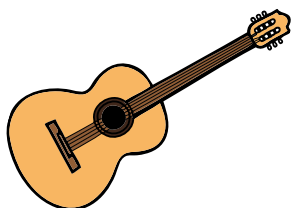
# If this, then that

## Directions:

Draw a line from the condition on the left to the matching conclusion on the right!

If this...

then that.



# What if...

Name: \_\_\_\_\_ Date: \_\_\_\_\_

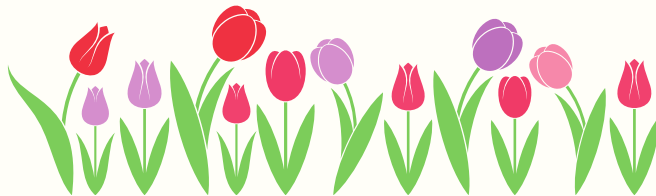
## Directions:

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** you get your toys out, **THEN**...



What might happen? Finish the sentence

Name: \_\_\_\_\_ Date: \_\_\_\_\_

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

**IF** you are *really* hungry, **THEN...**



## Creative Condition

Name: \_\_\_\_\_ Date: \_\_\_\_\_

### Directions:

Draw what would happen next in the story!

If...

...a fuzz meets a dolphin,



then...

(draw what happens next!)

# Colorful Conditions

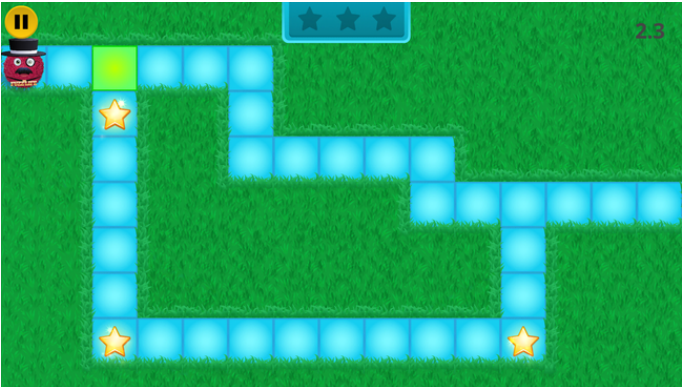
Name: \_\_\_\_\_ Date: \_\_\_\_\_

## Directions:

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

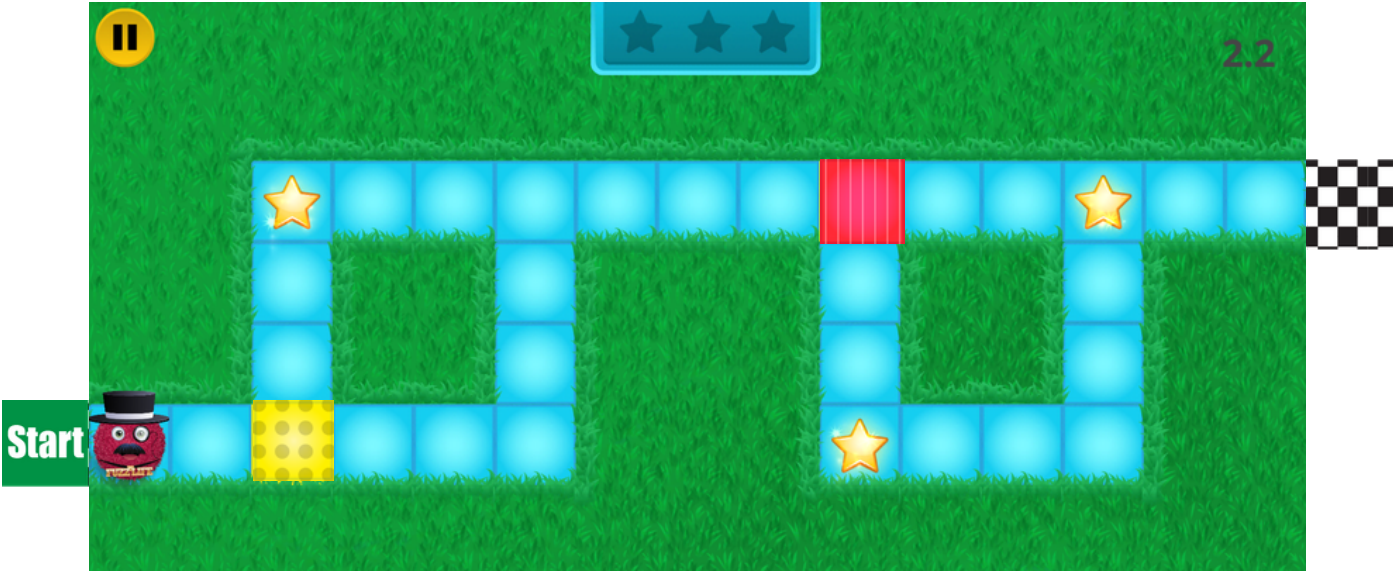
Circle the arrow command that will help the fuzz collect all the stars.

## Example:



If , then  or 

## Now You Try!

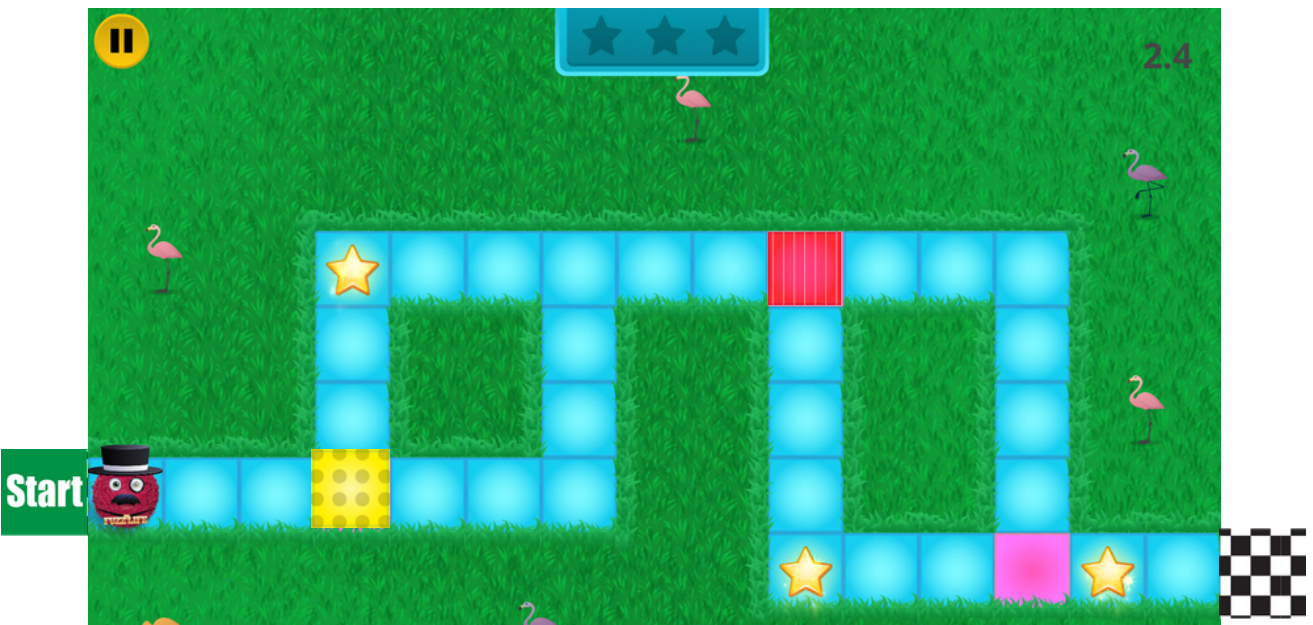


If , then  or  

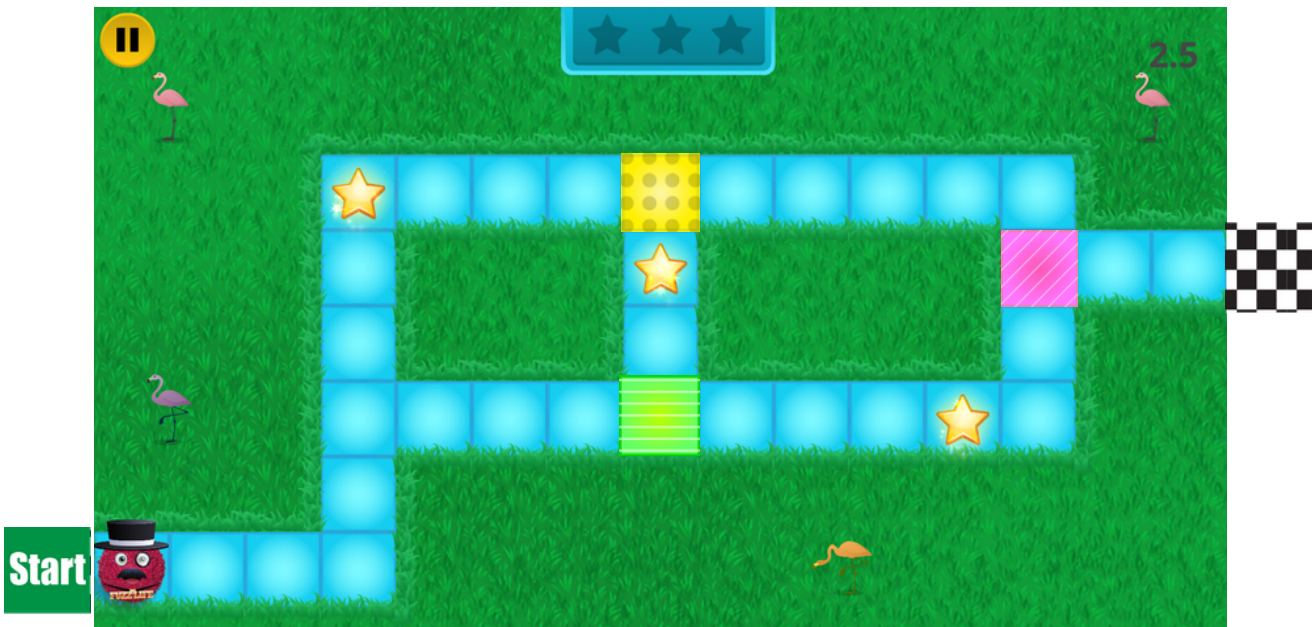
Which direction should the fuzz roll?



Name: \_\_\_\_\_ Date: \_\_\_\_\_

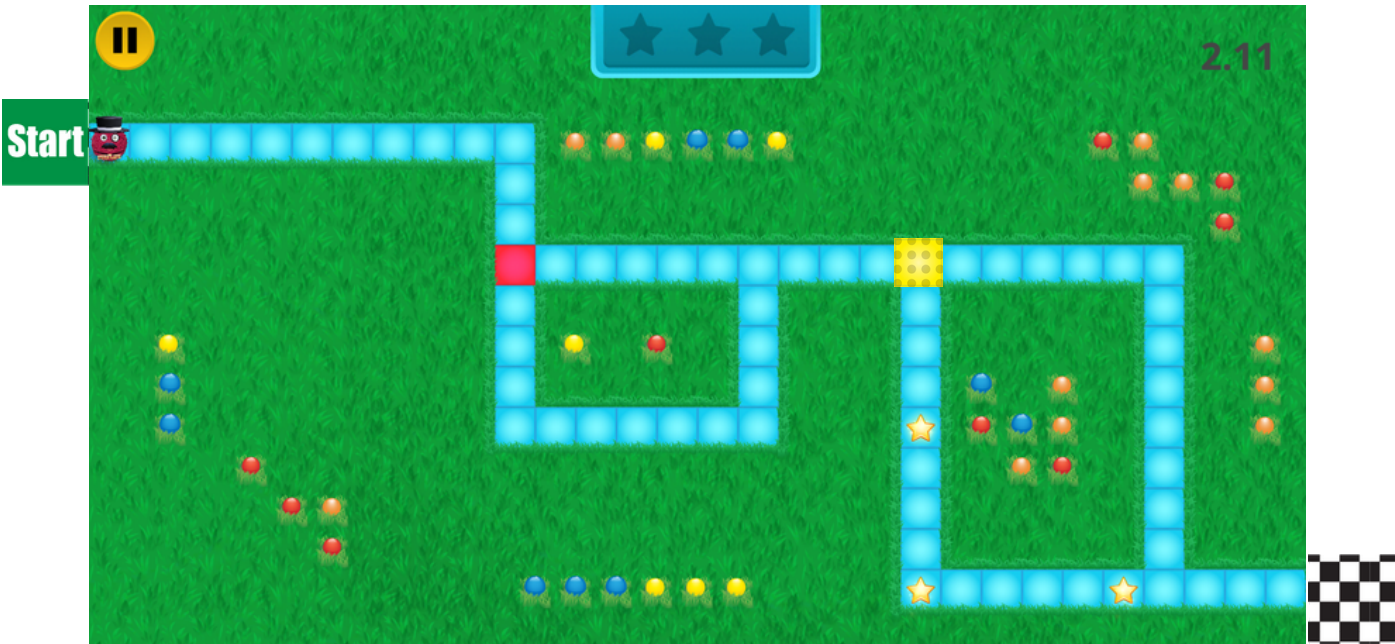


If  , then  or 

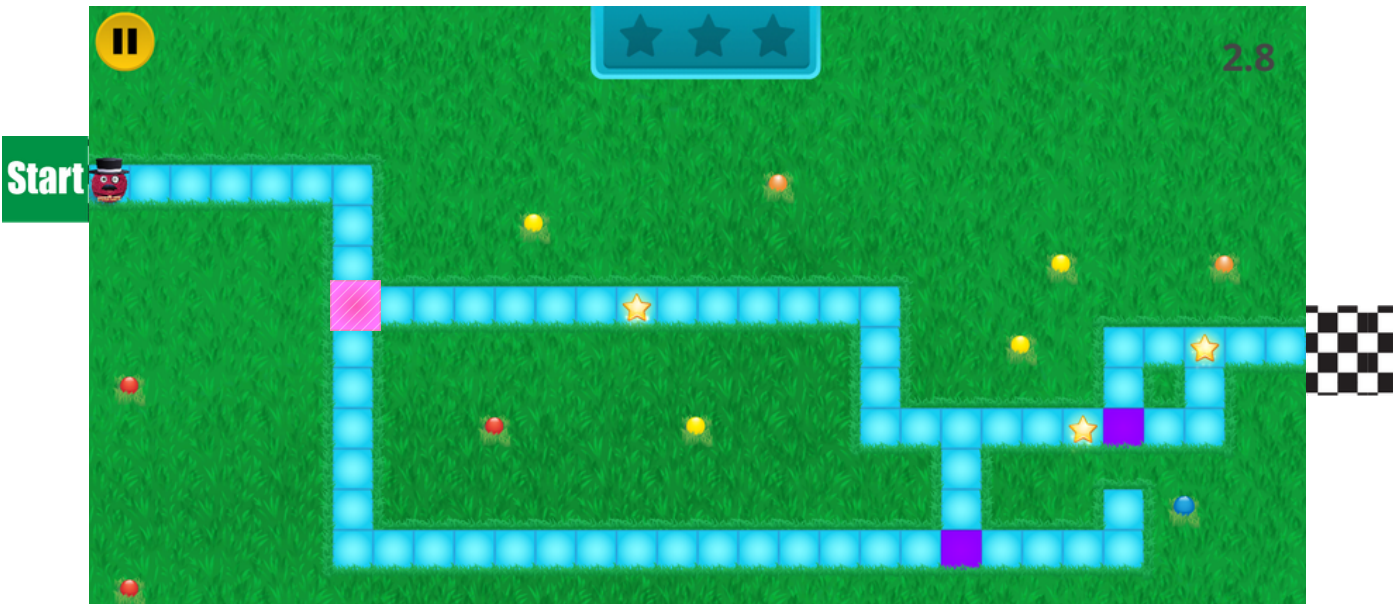


If  , then  or 

Name: \_\_\_\_\_ Date: \_\_\_\_\_



If  , then  or 



If  , then  or 