This workbook belongs to: _____

NAME

CONTENTS
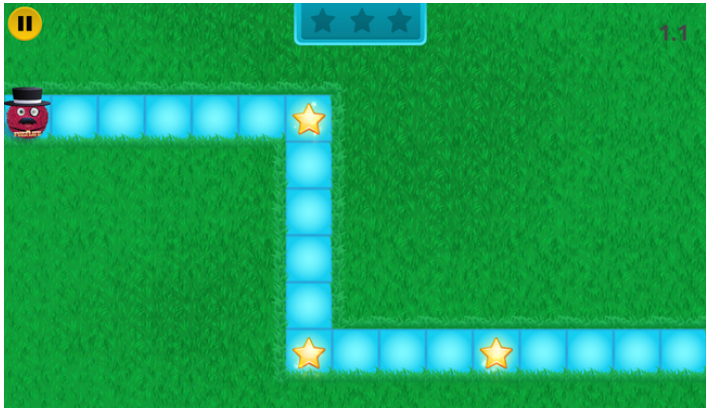
RECOMMENDED: K-1ST GRADE
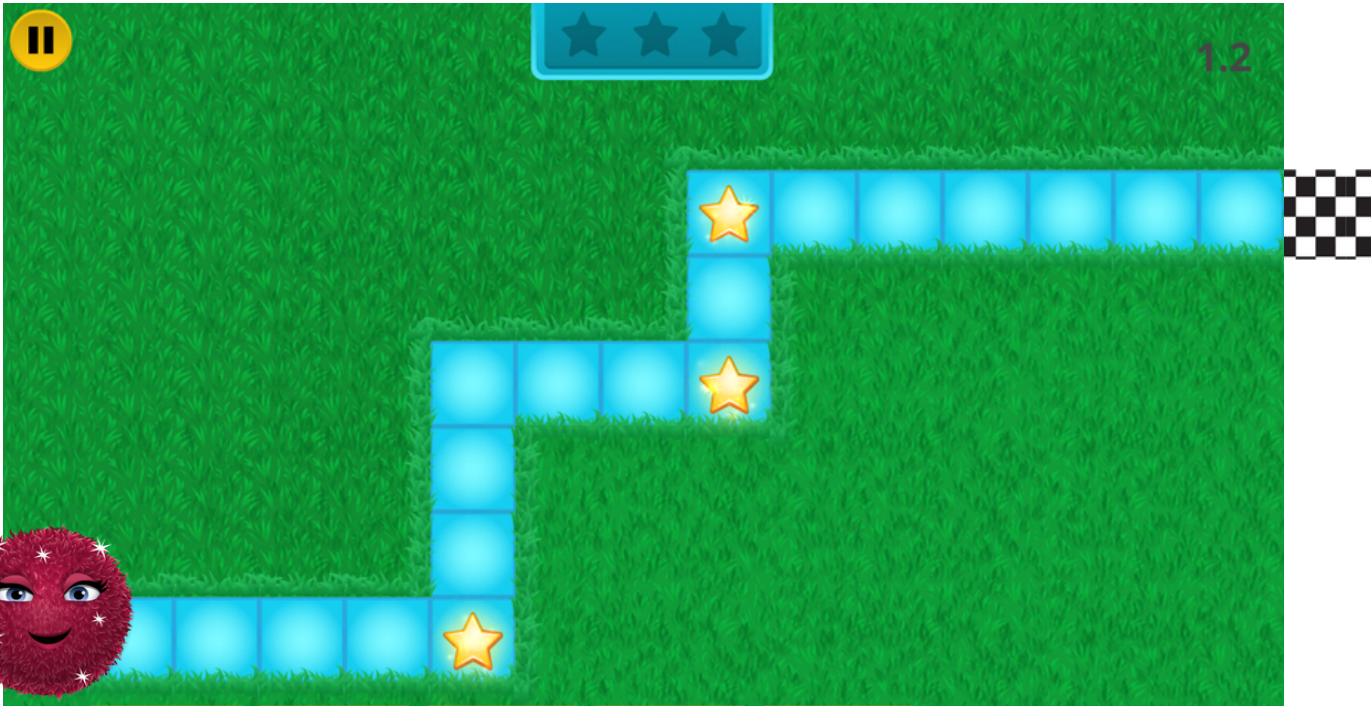
My First Code

Name: _____ **Date:** _____

Directions:

Help the Fuzz get through the maze!

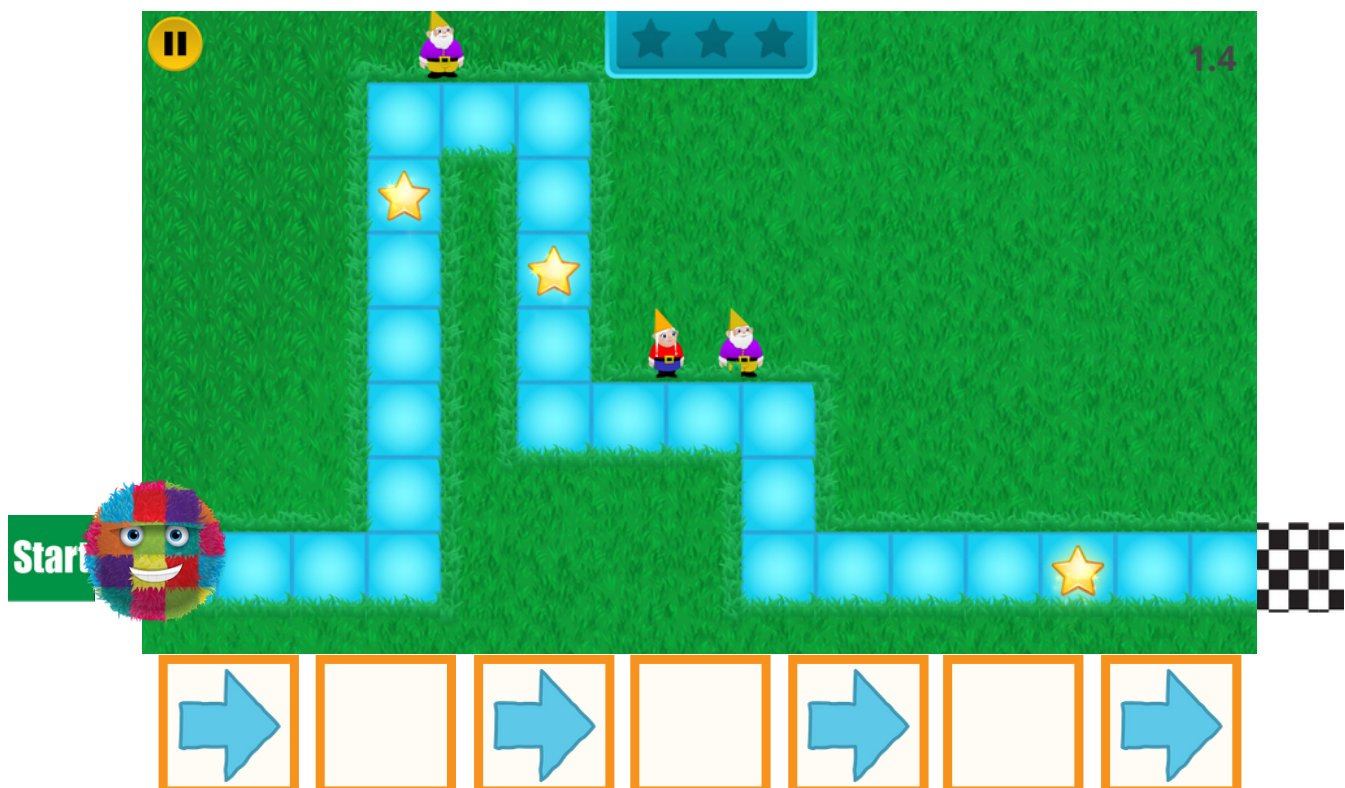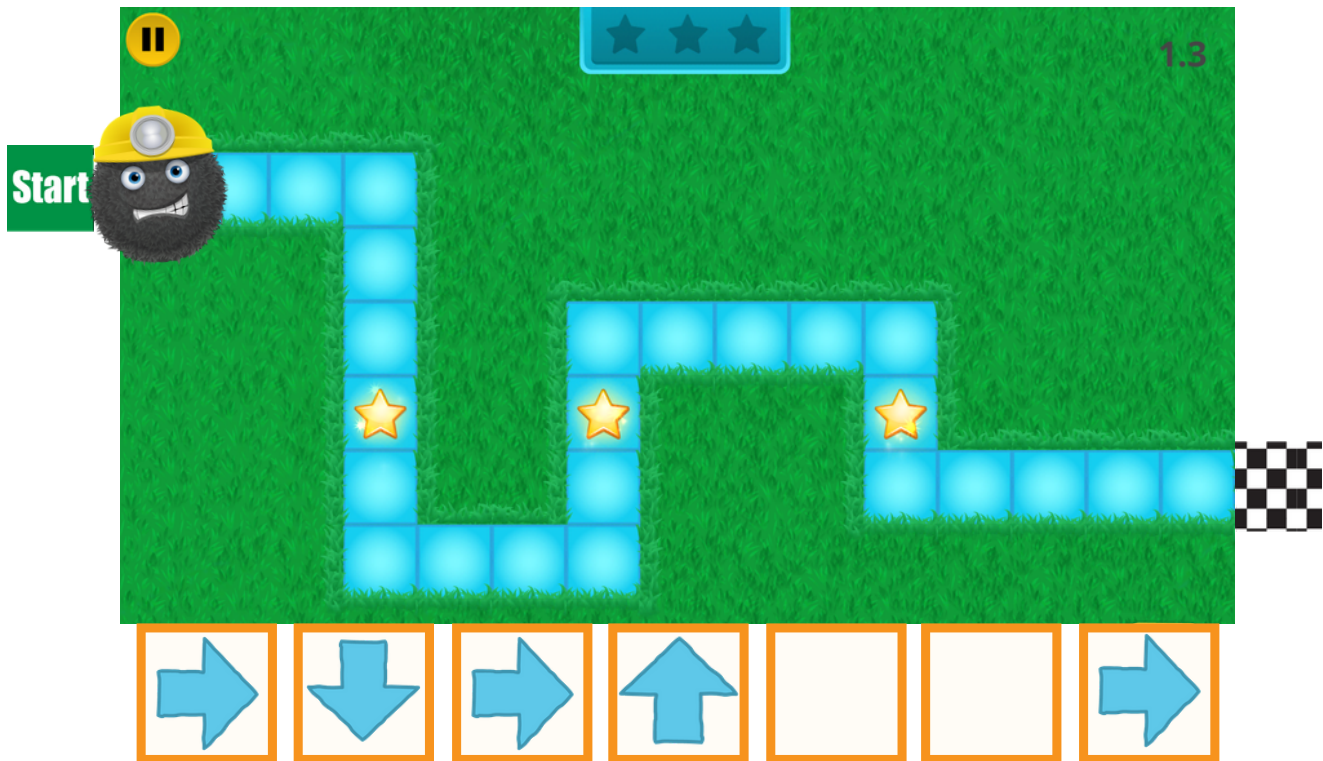Draw the missing arrows to tell the fuzz which way to roll to get to the end of the maze.

Example:
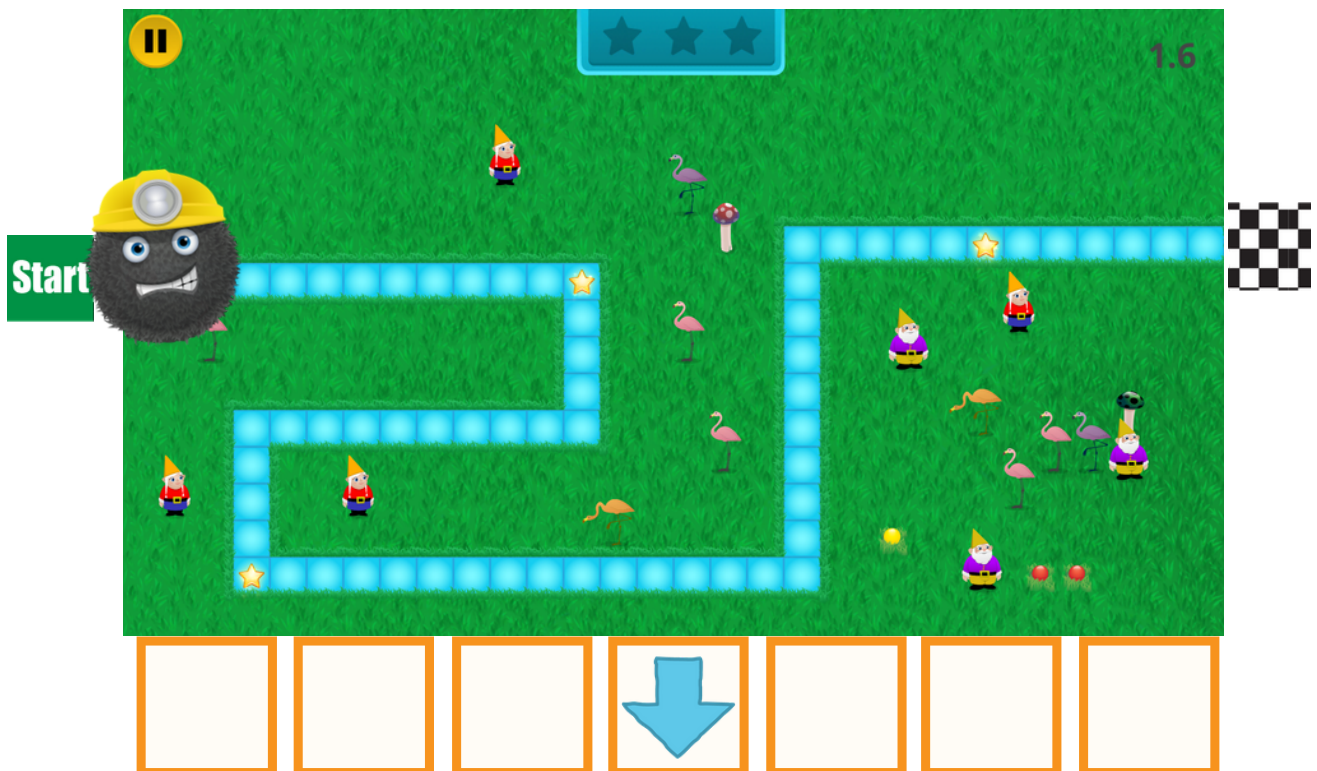

Now you try!

What goes here?

1

Name: _____ **Date:** _____

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

2

Name: _____ **Date:** _____

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

3

Name: _____ **Date:** _____

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

4

Name: _____ **Date:** _____

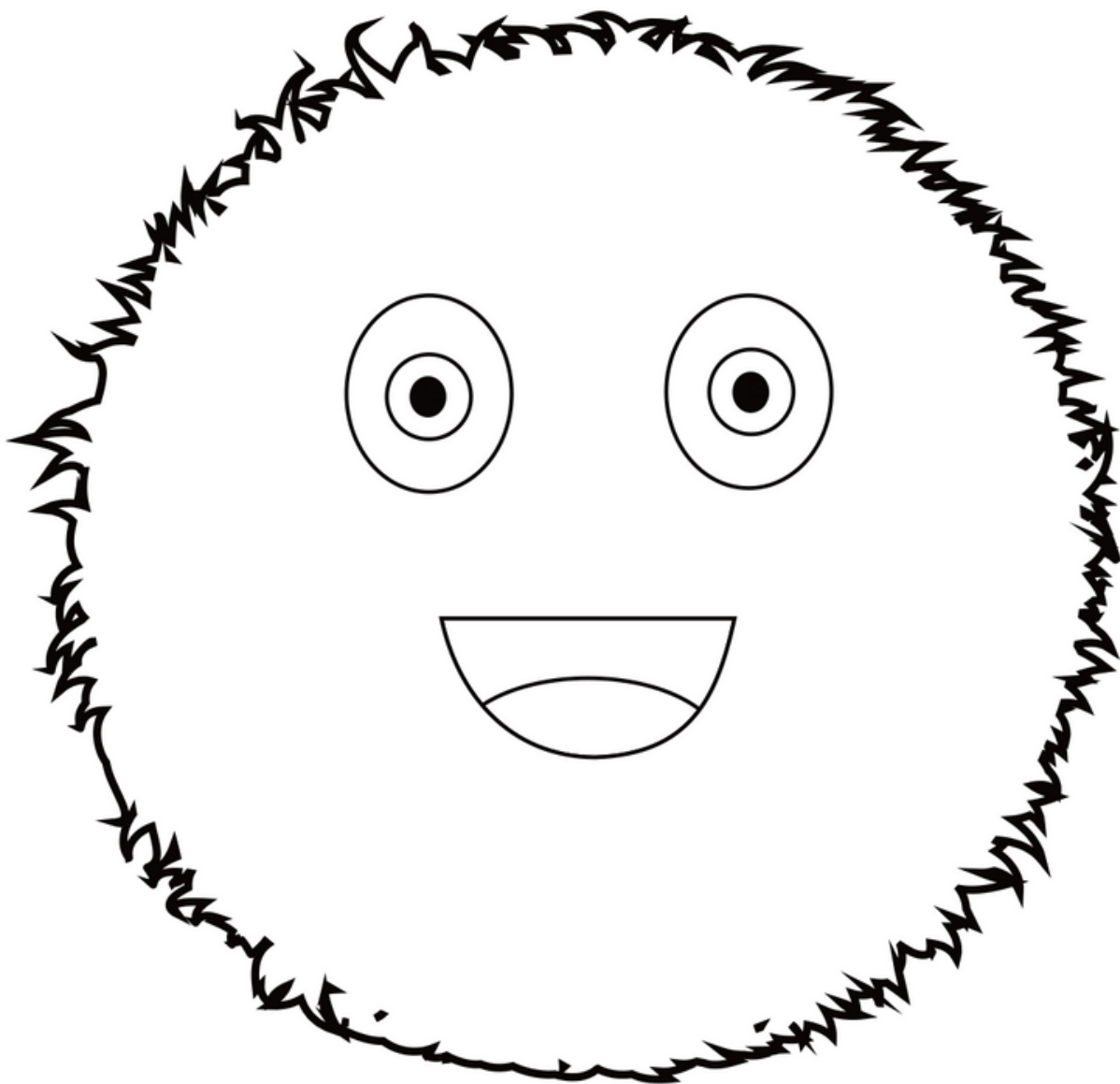Draw the arrows to show the fuzz how to get through the maze.

5

Fuzz Builder

Name: _____ **Date:** _____

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

Give your fuzz a name too!

_____

Find the Bug!

Name: _____ Date: _____

Example:
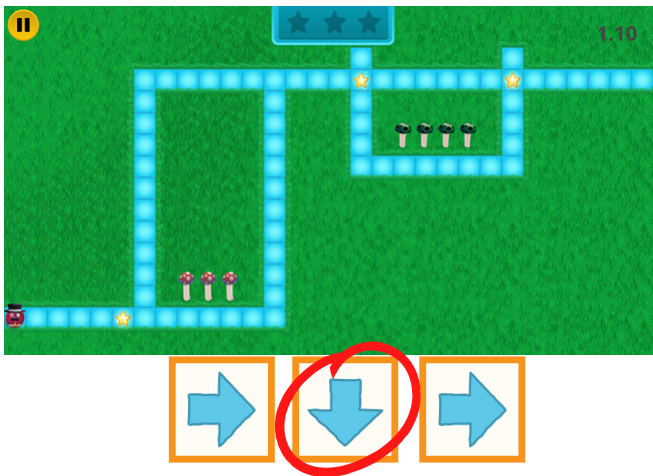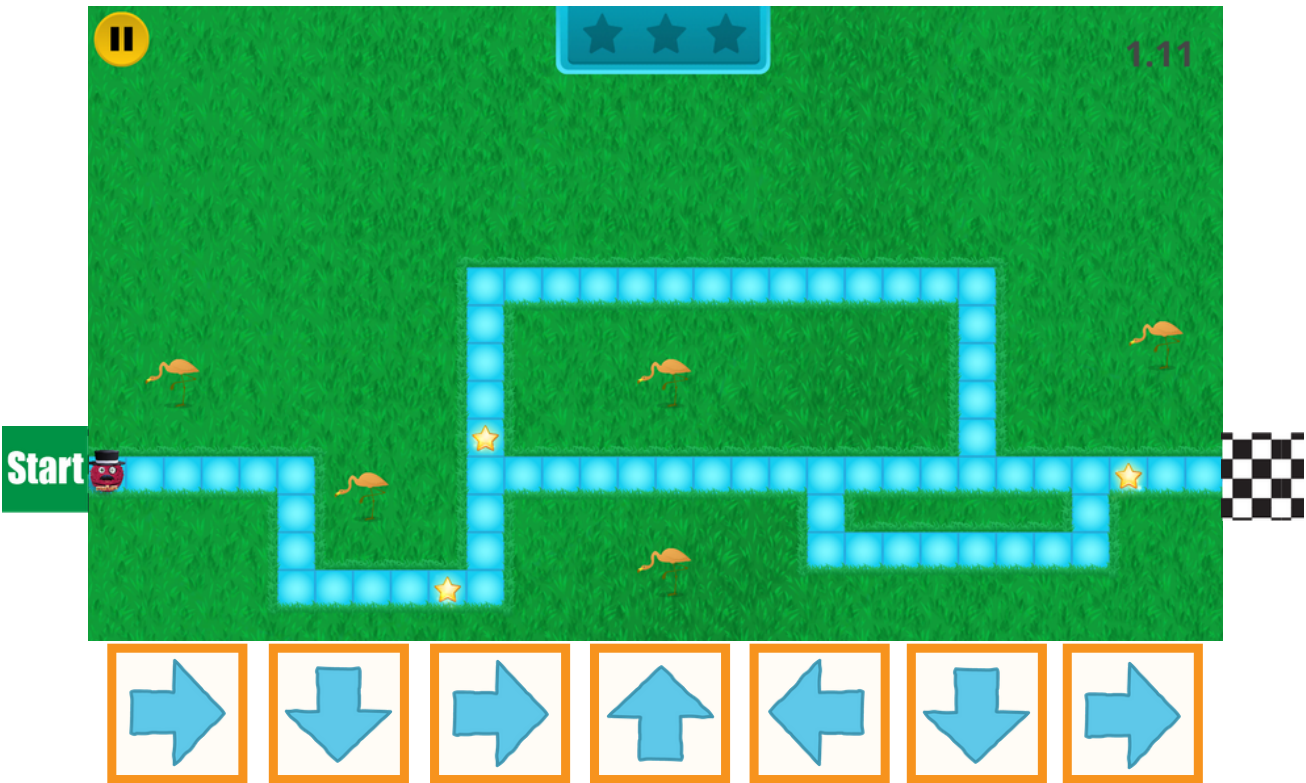

Directions:

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

Find the incorrect command and circle it.

Now You Try!

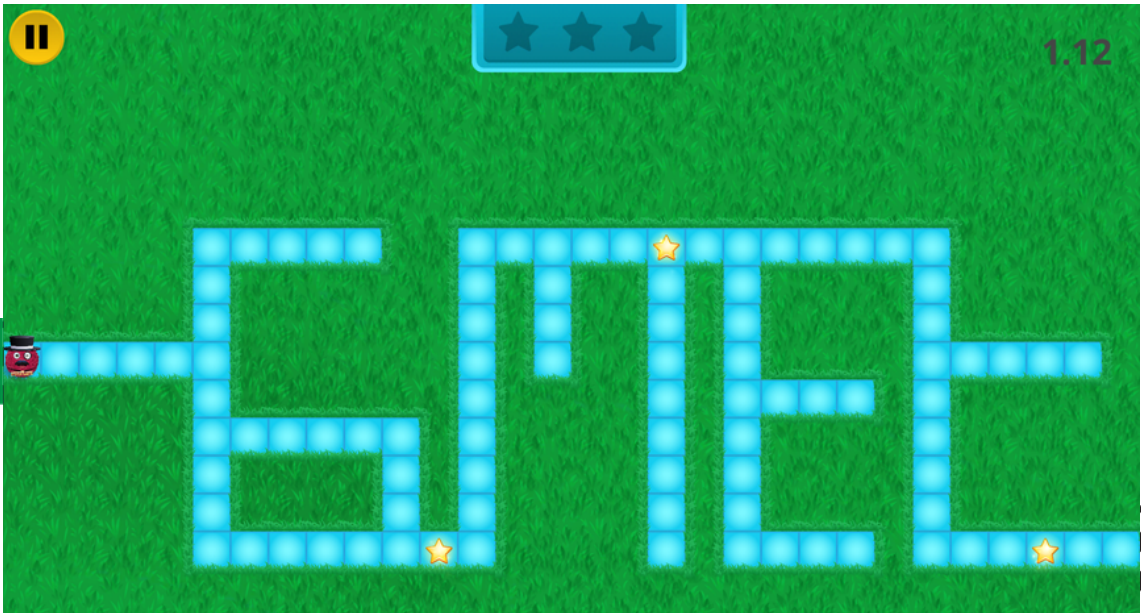Which of these commands is wrong?

7

Name: _____ **Date:** _____

Circle the command that is incorrect.
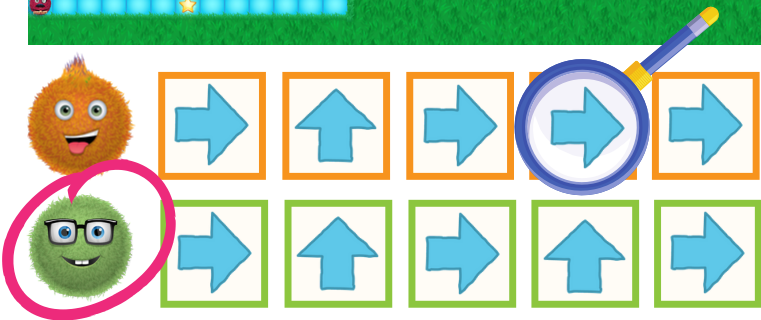

8

Bug Hunting

Example:

Directions:

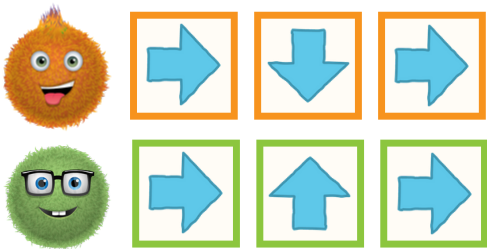One of the Fuzzes has the correct code to solve the maze.

Circle the fuzz with the correct code!

Now You Try!

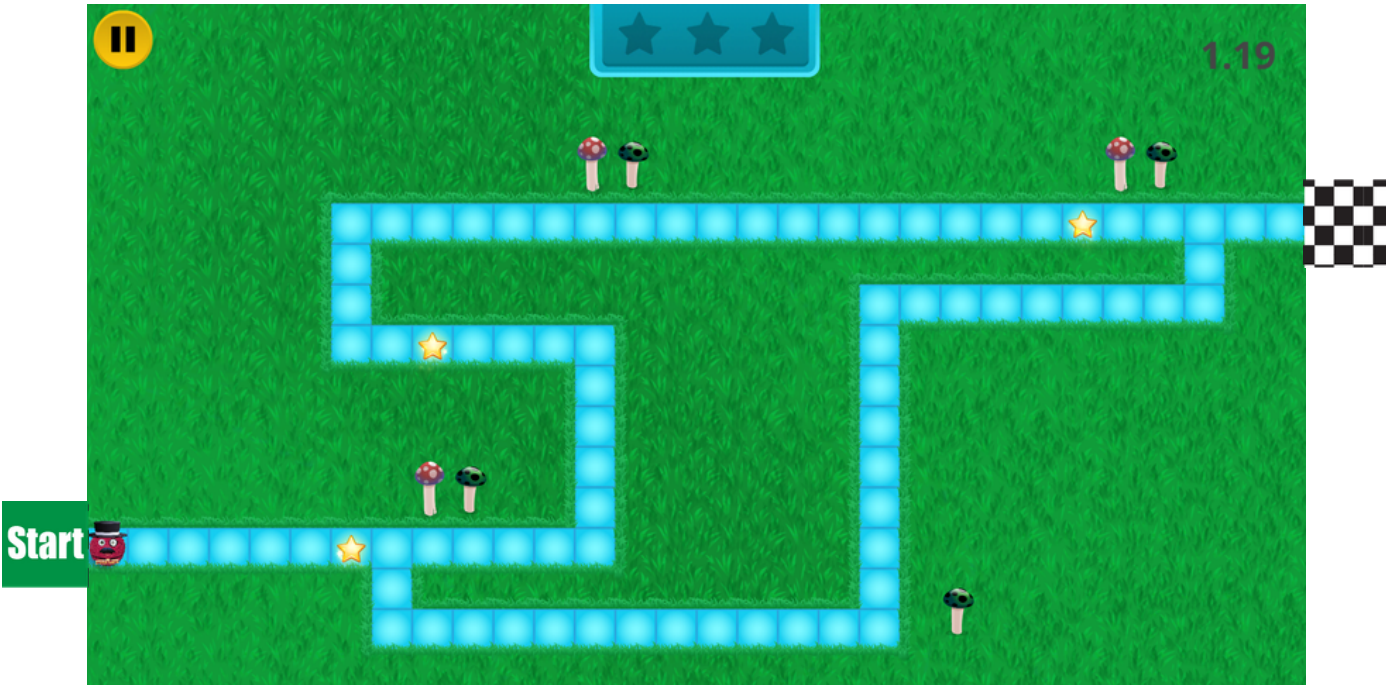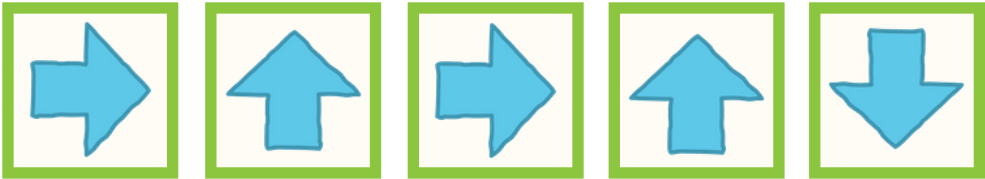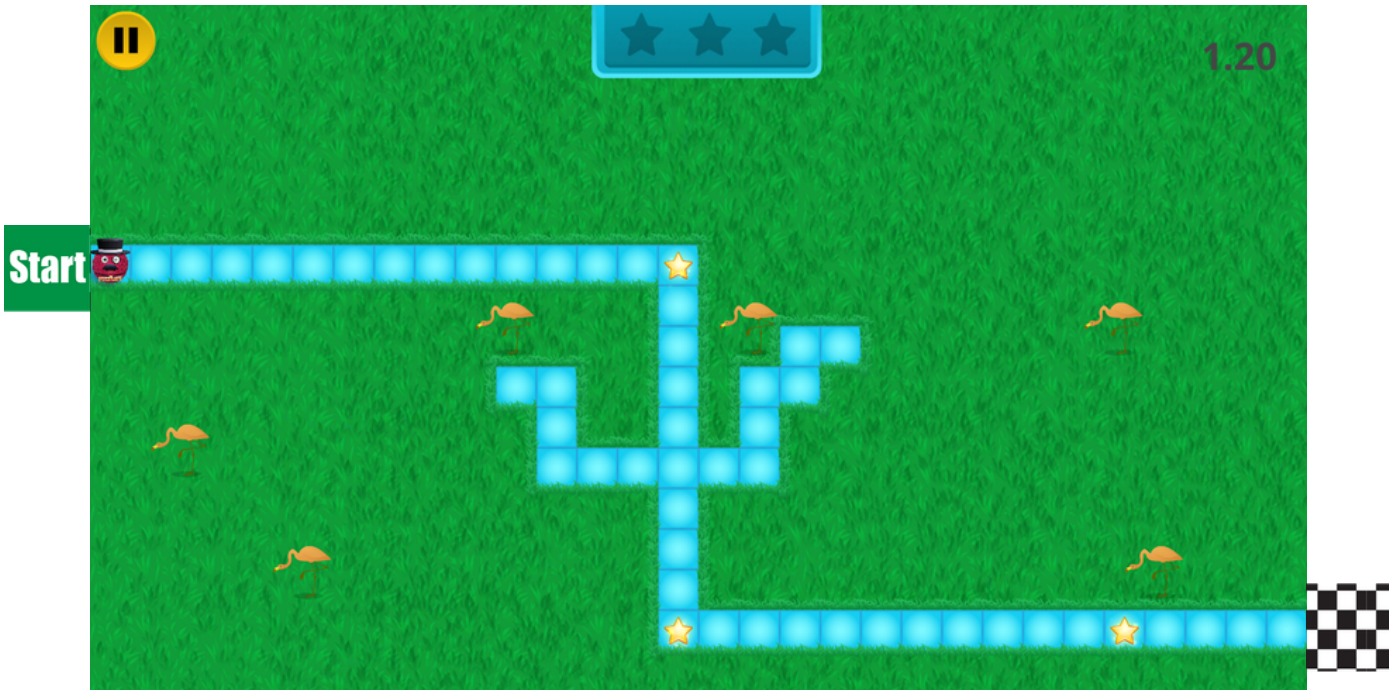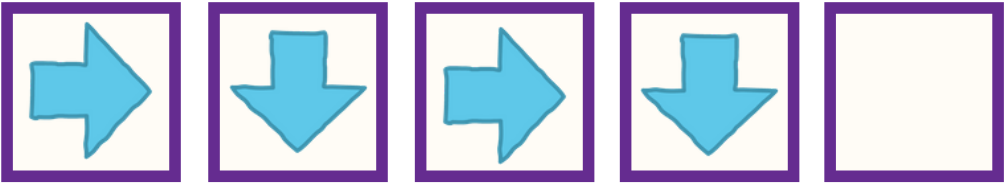Which fuzz has the correct code?

Name: _____ **Date:** _____

Circle the fuzz with the correct code!

10

Name: _____ **Date:** _____

Circle the fuzz with the correct code!

11

Name: _____ **Date:** _____

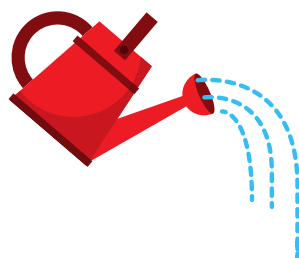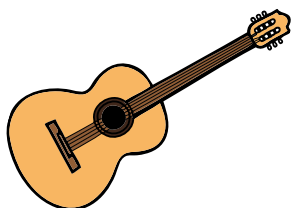## If this, then that

Directions:

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

If this...   then that.

12

What if...

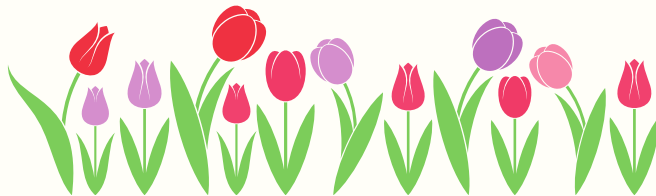**Name:** _____ **Date:** _____

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

13

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,

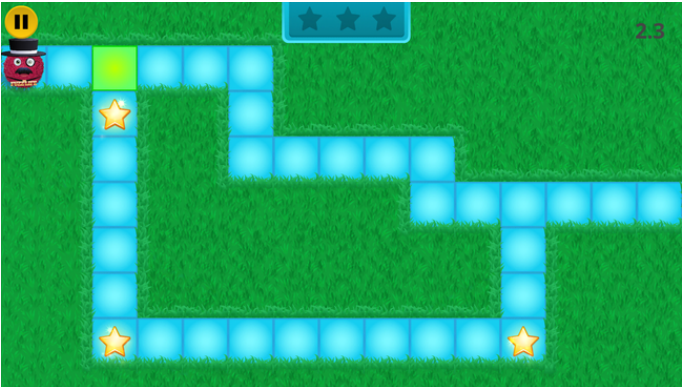*then...*

(draw what happens next!)

Colorful Conditions

Name: _____ **Date:** _____

Directions:

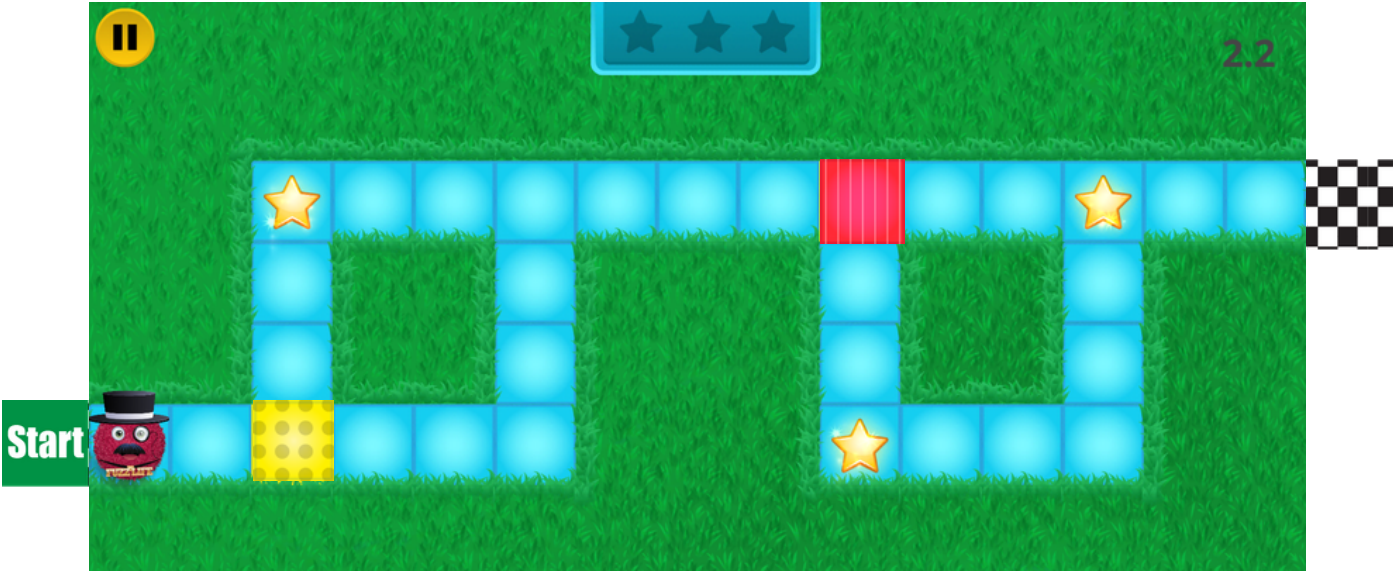Which way should the Fuzz roll when it reaches the condition tile?

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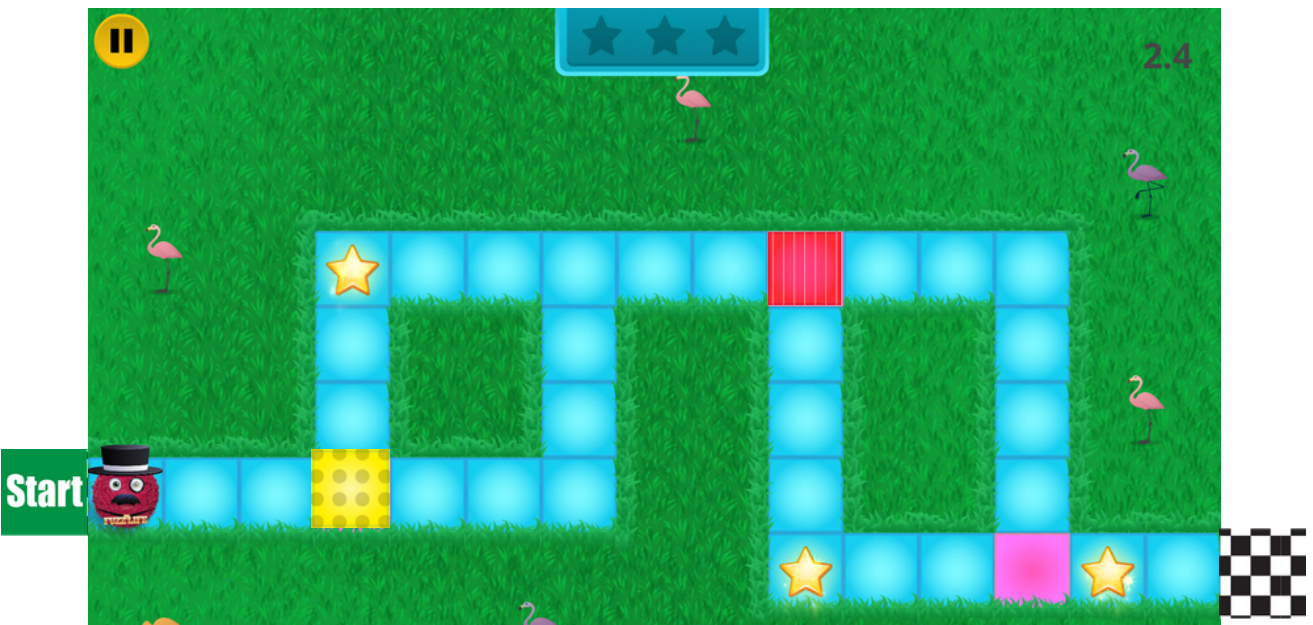
Example:

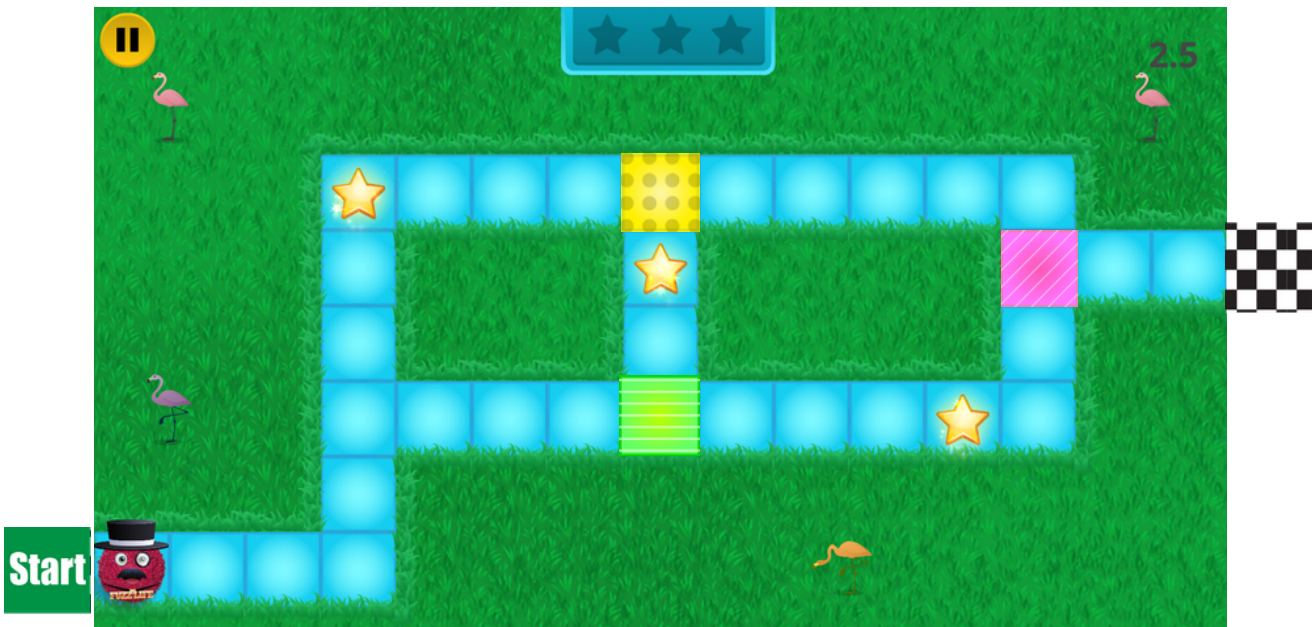If 🟩 , then ➡️ or ⬇️

Now You Try!

If 🟨 , then ⬆️ or ➡️

Which direction should the fuzz roll?

16

Name: _____ **Date:** _____

If , then or

If , then or

17

Name: _____ Date: _____

If [yellow tile] , then ➡ or ⬇

If [pink tile] , then ➡ or ⬇

18