

The following are the suggested answers to complete the maze. Level 1 - 10 .

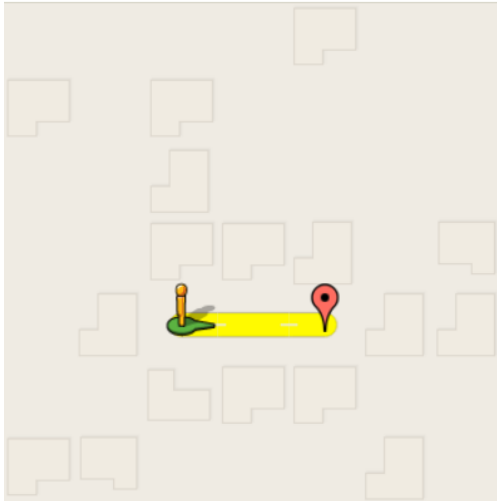
1. Solution for Level 1.

Blockly Games : Maze

1

10

English



Run Program

move forward

turn left

turn right

move forward

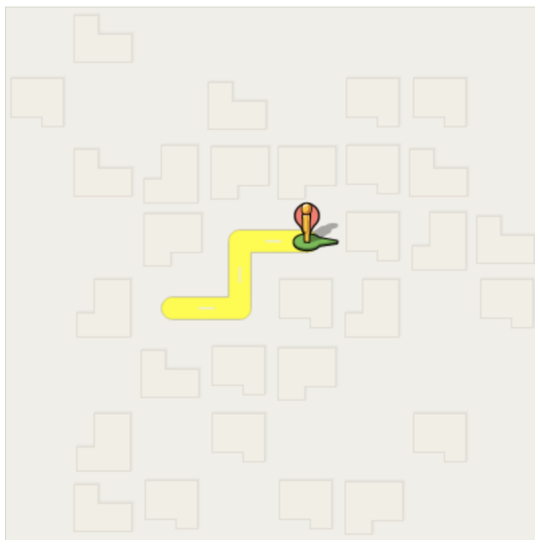
move forward

2. Solution for Level 2.

Blockly Games : Maze

2

10



Reset

move forward

turn left

turn right

move forward

turn left

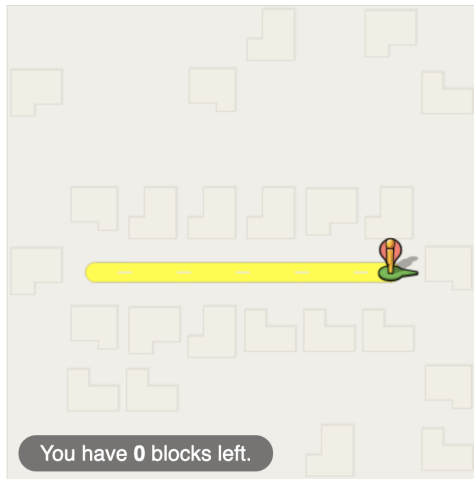
move forward

turn right

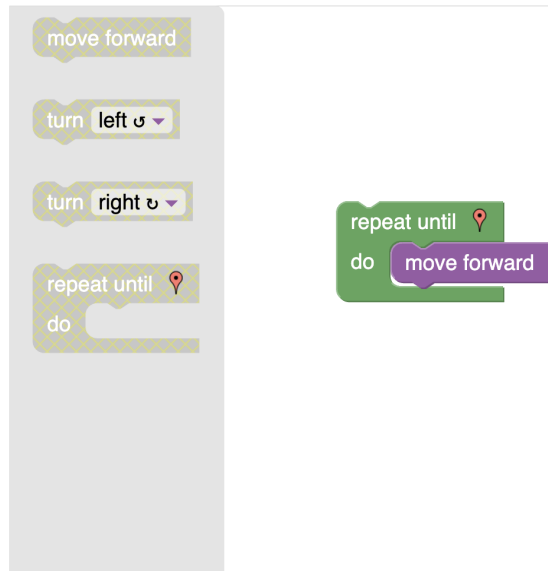
move forward

### 3. Solution for Level 3.

Blockly Games : Maze ●●●●●●●●●● 3 10

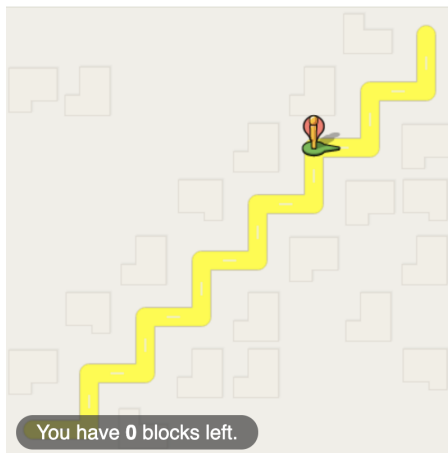


✕ Reset

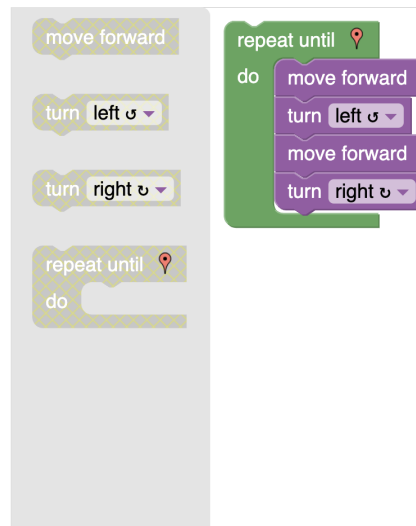


### 4. Solution for Level 4.

Blockly Games : Maze ●●●●●●●●●● 4 10



✕ Reset

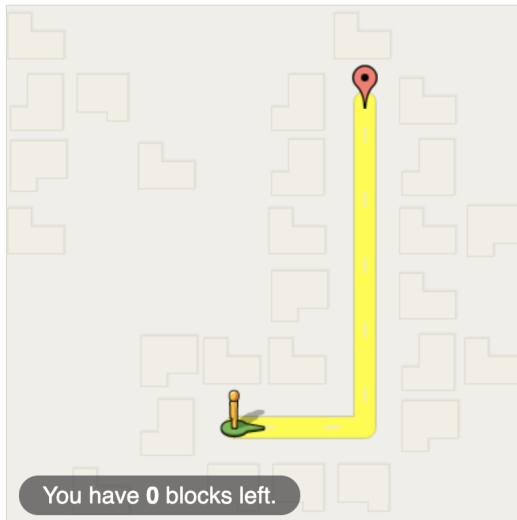


## 5. Solution for level 5

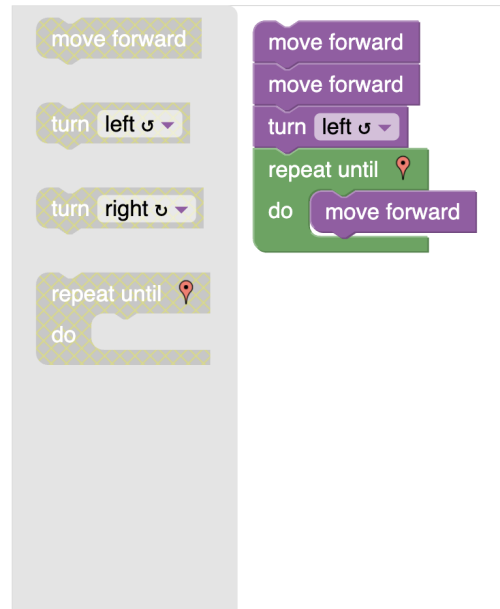
## Blockly Games : Maze

5

10



▶ Run Program



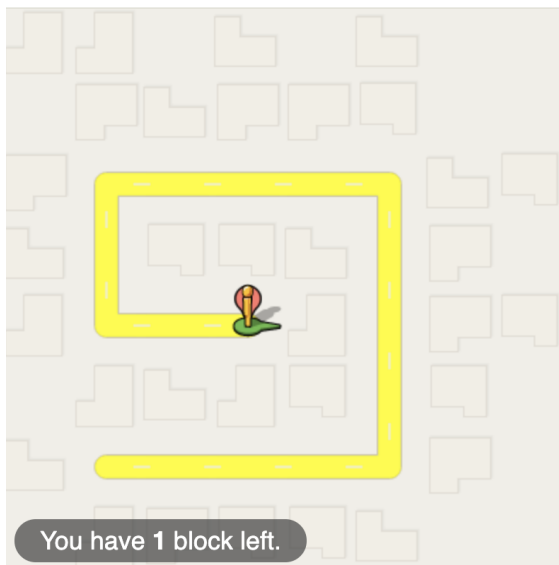
## 6. Solution for level 6

## Blockly Games : Maze

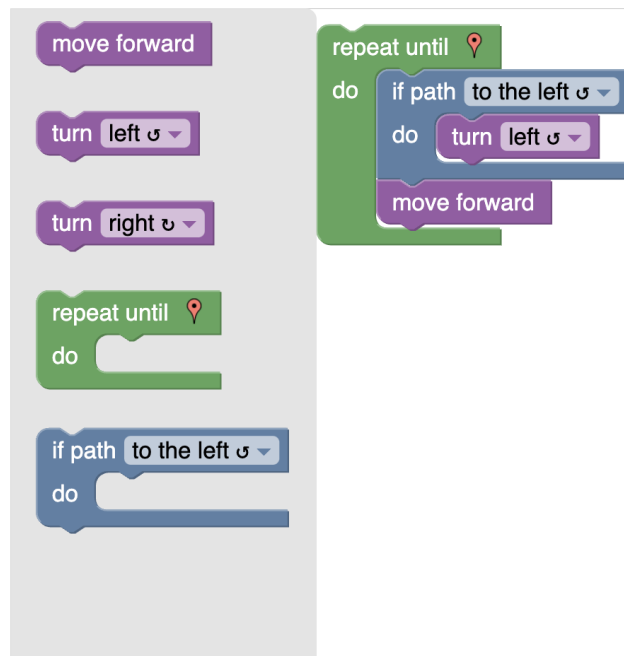
6

10

English

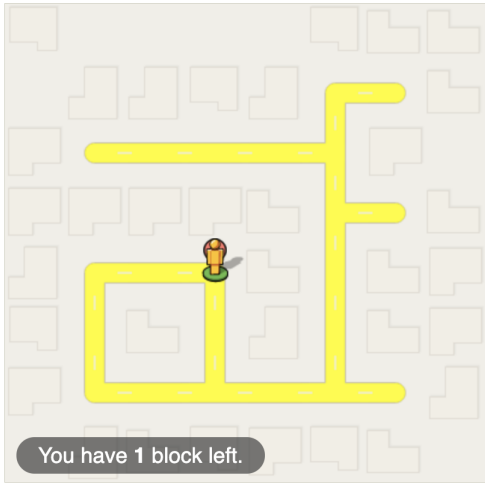


**X Reset**



## 7. Solution for Level 7:

Blockly Games : Maze ●●●●●●● 7 ●● 10 English



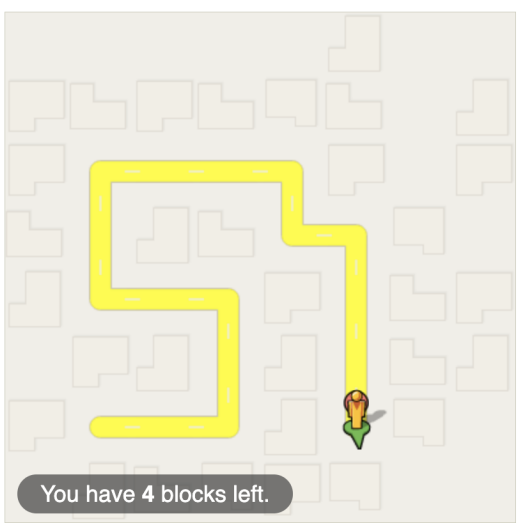
You have 1 block left.

Reset

```
move forward
turn left
turn right
repeat until
do
  if path to the right
  do
    turn right
  move forward
repeat until
do
  if path ahead
  do
```

## 8. Solution for level 8:

Blockly Games : Maze ●●●●●●● 8 ●● 10 English



You have 4 blocks left.

Reset

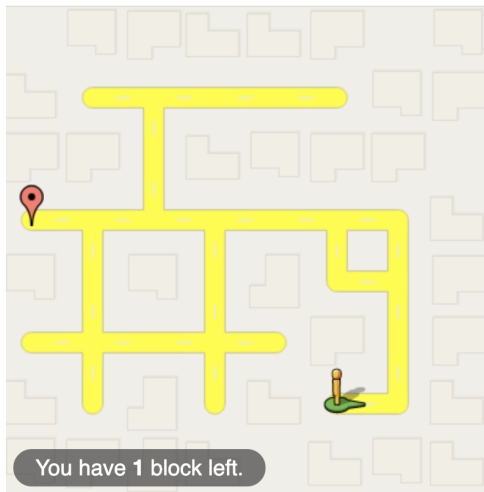
```
move forward
turn left
turn right
repeat until
do
  if path to the left
  do
    turn left
  if path to the right
  do
    turn right
  move forward
if path ahead
do
```

### 9. Solution for Level 9:

Blockly Games : Maze

9 10

English



Run Program

move forward

turn left

turn right

repeat until

do

if path ahead

do

if path ahead

do

else

repeat until

do

if path ahead

do

move forward

else

if path to the left

do

turn left

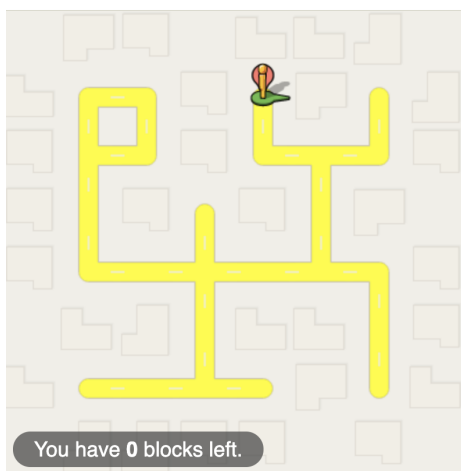
move forward

### 10. Solution for Level 10:

Blockly Games : Maze

10

English



Reset

move forward

turn left

turn right

repeat until

do

if path ahead

do

if path ahead

do

else

repeat until

do

move forward

if path ahead

do

if path to the right

do

turn right

else

if path to the left

do

turn left

else

if path to the left

do

turn left

else

turn right