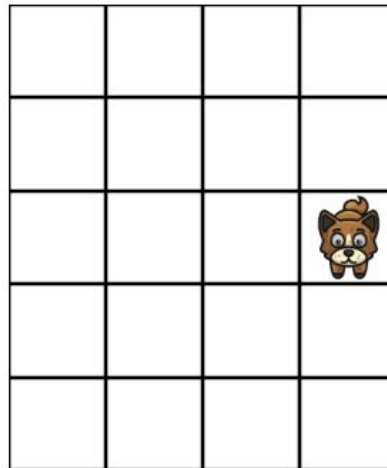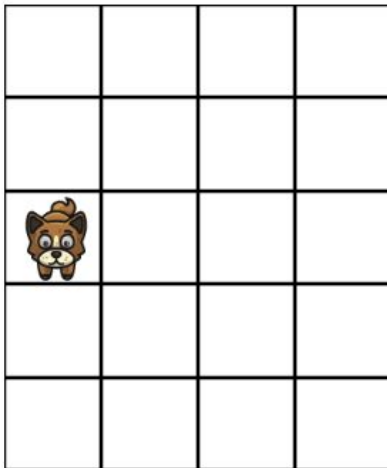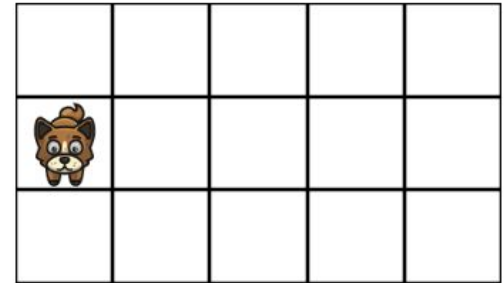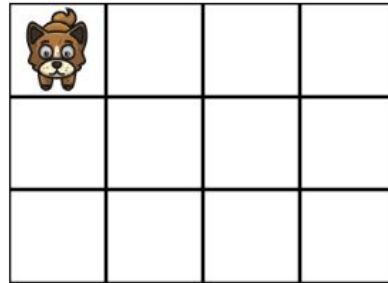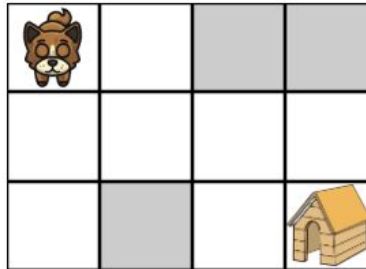Name: _____   Date: _____

A-2 Worksheet 1
Draw arrows according to the programs, and draw a circle for Coco's final position
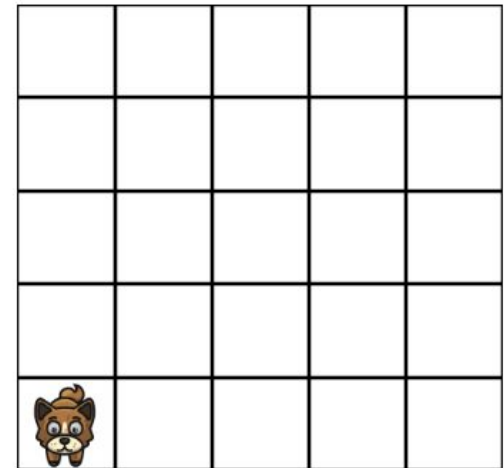
A-2 Worksheet 2
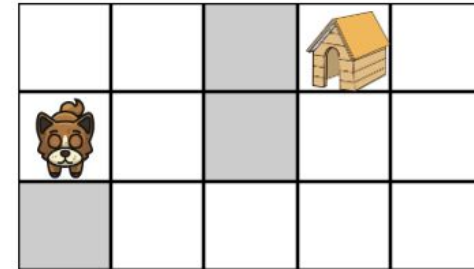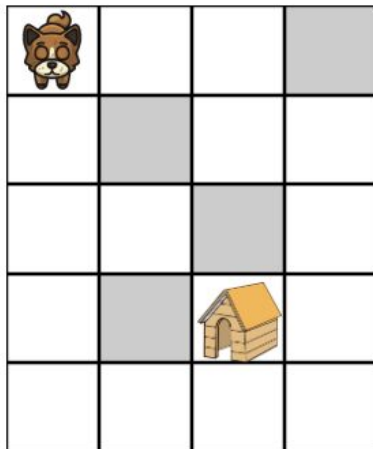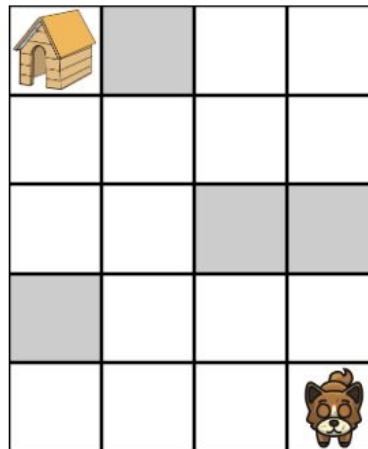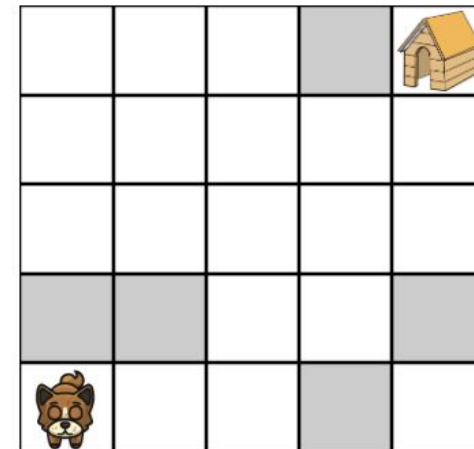
Write down arrows to walk around grey blocks, and write the programs below

← ↑ ← ↑
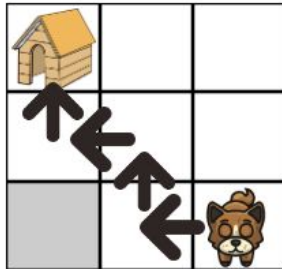
A-2 Worksheet 3
Create a new program and give it to your neighbor to run