



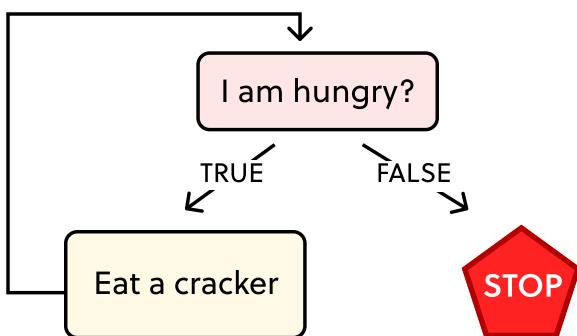
Wacky While Loops

It's a Wild Time

Pancho is thrilled to have you back at Patteron. Get excited to embark on a journey of totally wild while loops!

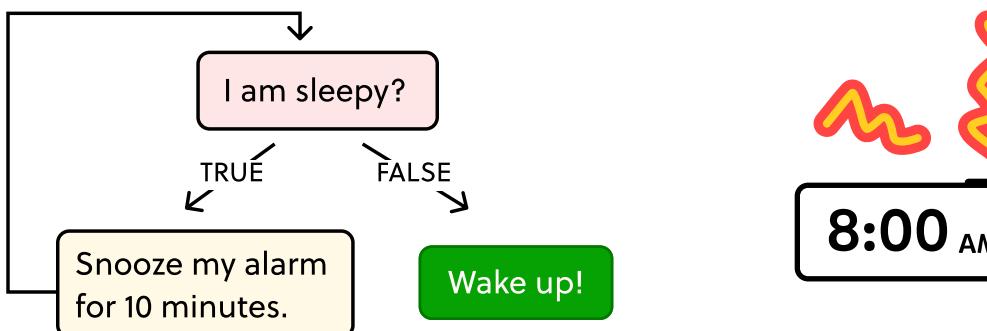
What are While Loops?

A **while loop** executes a set of instructions as long as a condition is true.



In this example, our **condition** is "I am hungry." Our **body** of the while loop is "Eat a cracker." If the condition is true (Pancho is hungry), Pancho will eat a cracker. Then, he will reassess whether he is hungry or not. If he is, he'll eat another cracker, and reassess again and the loop continues. Once the condition is false, he will stop eating crackers.

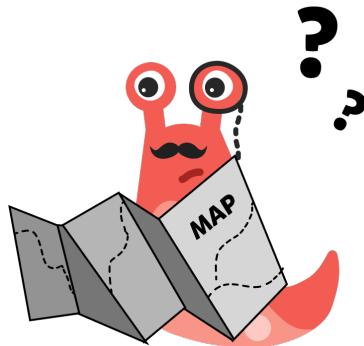
Here's another example:



Here, our condition is "I am sleepy." If this is true, Pancho will snooze the alarm for 10 minutes. Then, he will continue to check until he isn't sleepy, and that's when Pancho will wake up!

Decipher the Maze!

When traveling to Abstractopia, Pancho's friends gave him maps to navigate to different places. However, the maps have unfamiliar symbols and Pancho needs your help to decipher them!



Directions

Each map contains **4 symbols**, each having their own while loop. Although there are multiple destinations on the map, *only one of them is correct!*

Using your knowledge of while loops, determine which one of the instructions below belong to each symbol:

Move 1 tile left



Move 1 tile right



Move 1 tile up

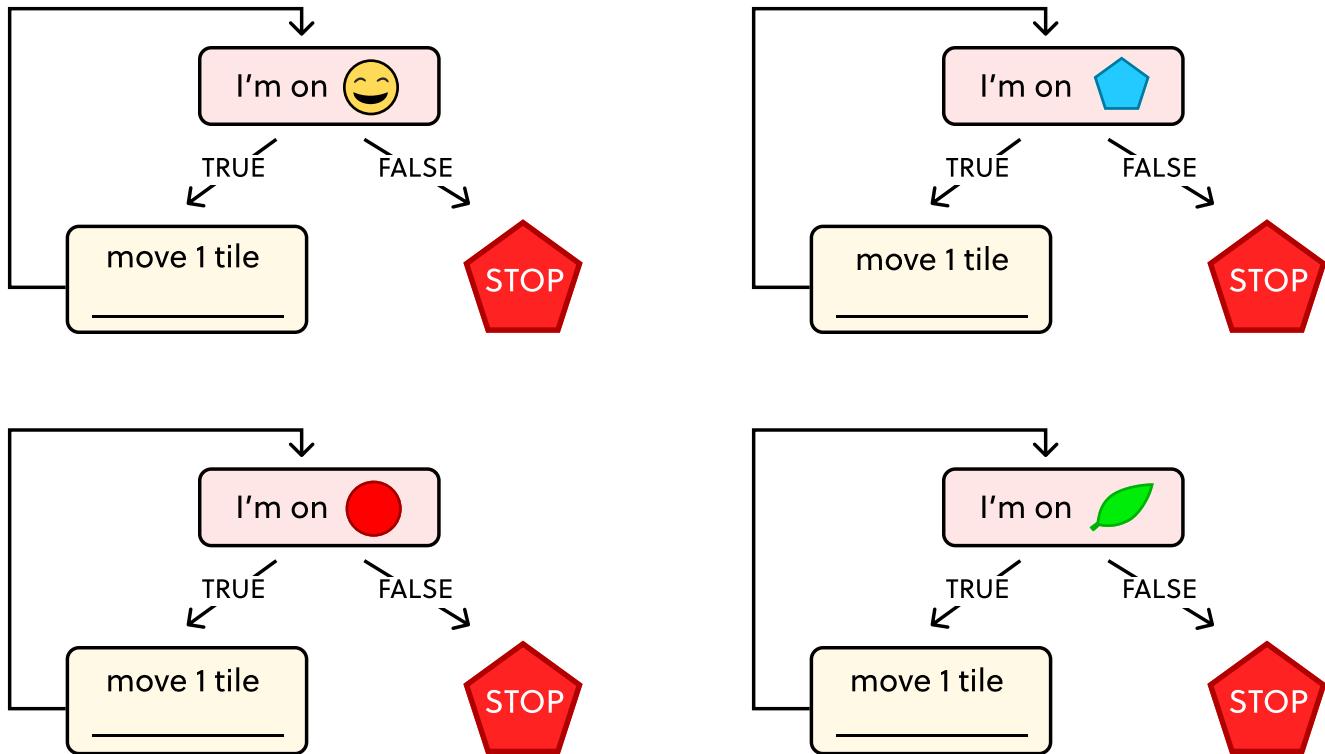
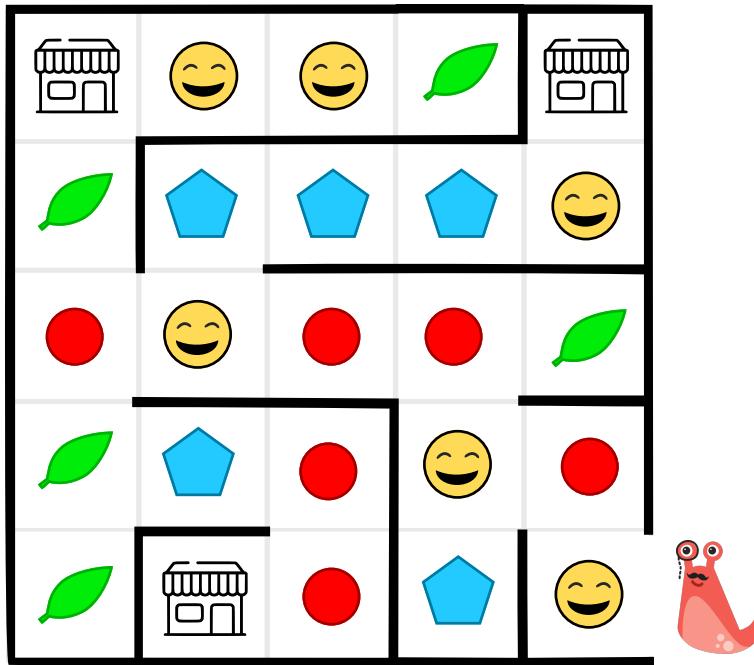


Move 1 tile down



Grocery Store Rush

Mission: Get to the  !





PATTERON

Mission 3

Heading back Home

Mission: Get to the !

