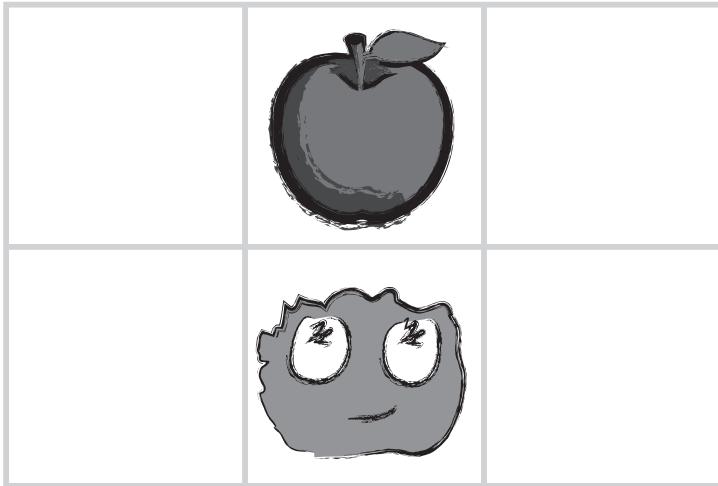


1

Happy Map 1

Teacher Key

C
O
D
E



Which way should the Flurb step to get to the fruit?



Revision 140428.1a

2

Happy Map 2

C
O
D
E



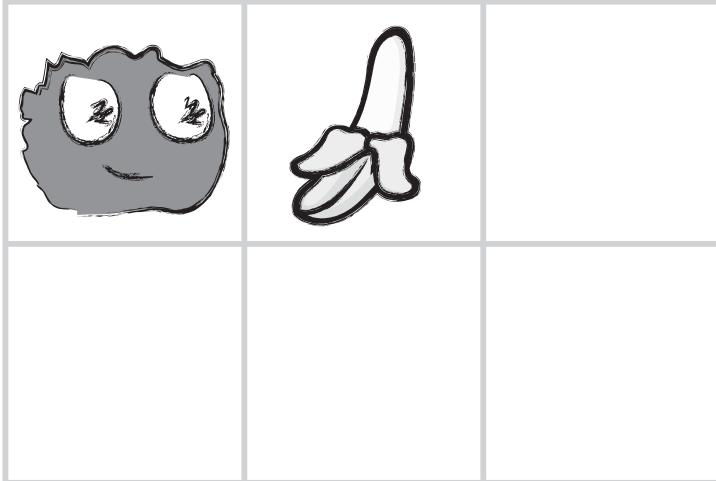
Which way should the Flurb step to get to the fruit?



Revision 140428.1a

3

Happy Map 3



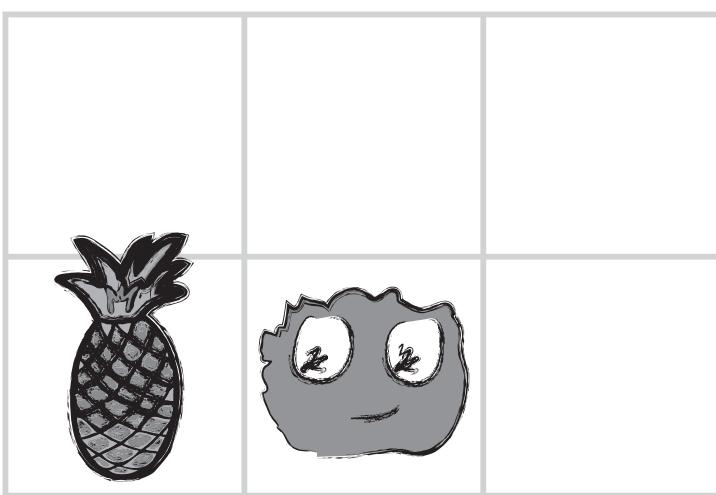
Which way should the Flurb step to get to the fruit?



Revision 140428.1a

4

Happy Map 4



Which way should the Flurb step to get to the fruit?



Revision 140428.1a

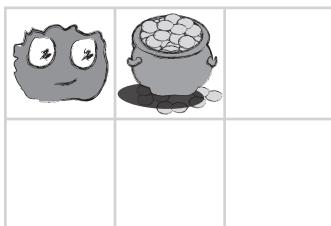
Move the Flurbs

Assessment Worksheet

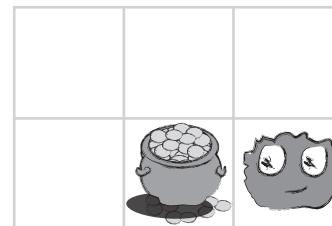
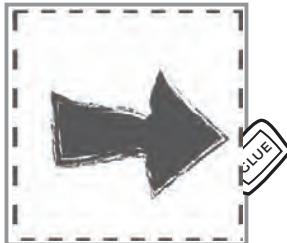
C	O
D	E

The Flurb's pot of gold is in danger! Help her get to it as quickly as possible before it disappears.

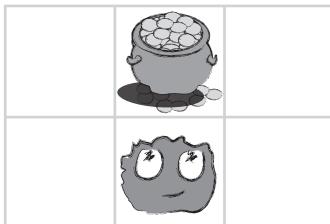
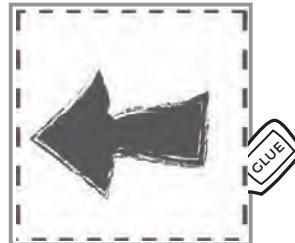
To show the Flurb how to get to her pot of gold, cut out the correct arrows from the bottom of the page and paste them in the program slots by each of the picture maps.



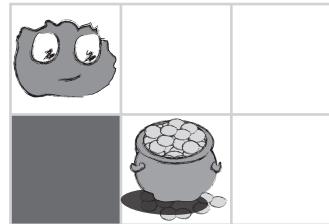
PROGRAM 1



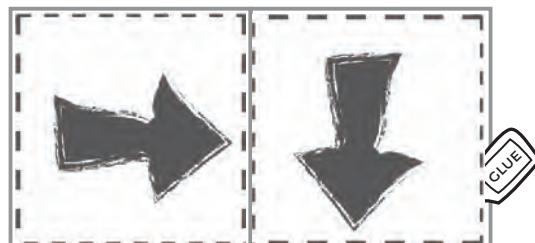
PROGRAM 2



PROGRAM 3



EXTRA CREDIT PROGRAM

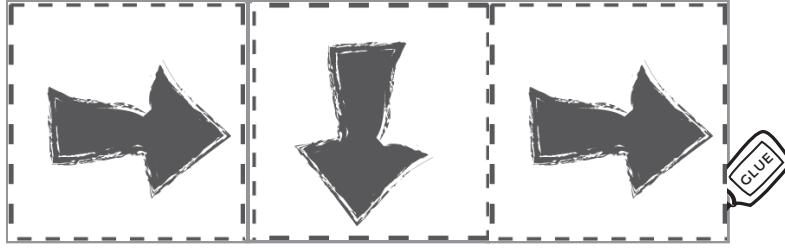
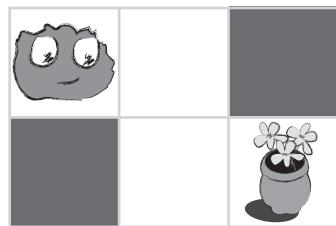
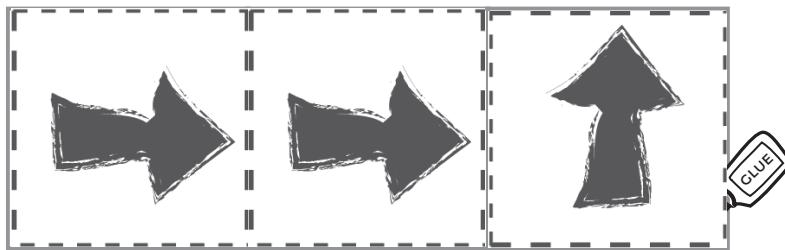
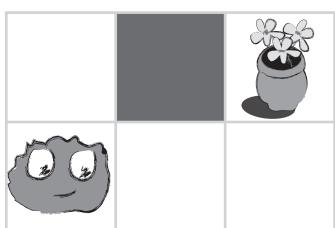
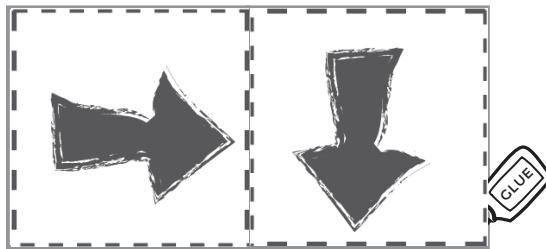
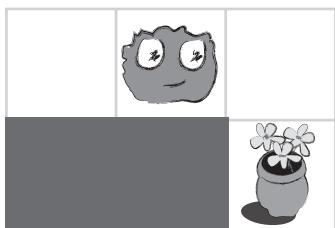
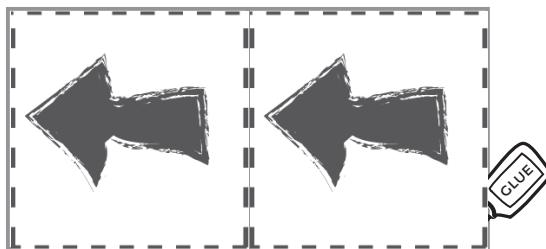
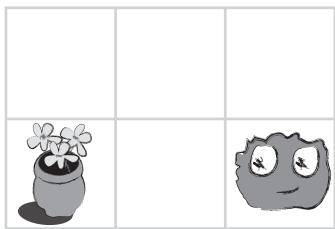


Move the Flurbs 2

Assessment Worksheet

The weather is getting hot. Help the Flurb get to her flowers so she can water them.

To show the Flurb how to get to her flowers, cut out the correct arrows from the bottom of the page and paste them in the program slots by each of the picture maps.



Teacher Key



FILL POT WITH SOIL



POKE HOLE IN SOIL



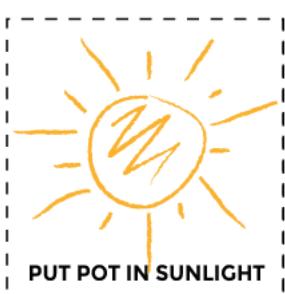
PUT SEED IN HOLE



COVER SEED WITH SOIL



WATER POT



PUT POT IN SUNLIGHT

Real-Life Algorithms

Assessment Worksheet

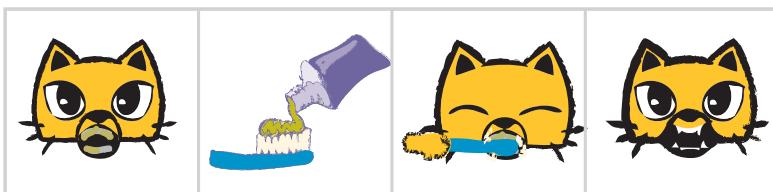
An algorithm is a list of steps that you can follow to finish a task. We follow algorithms every day when it comes to activities like making the bed, making breakfast, or even getting dressed in the morning.

Connie the Coder just woke up and is still feeling very sleepy. Can you put together some algorithms to help Connie get ready for the day?

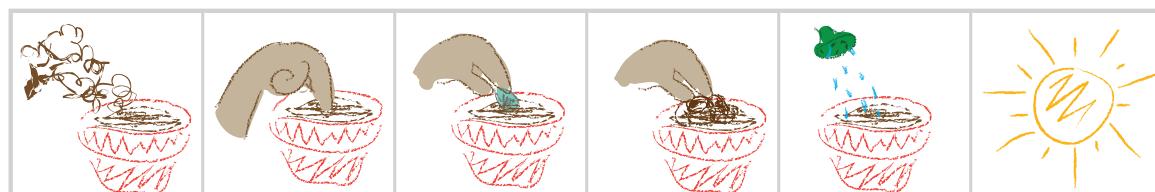
Help Connie Put on Shoes:



Help Connie Brush her Teeth:



Help Connie Plant a Seed:



U

Unplugged

Name: _____

Teacher Key

C	O
D	E

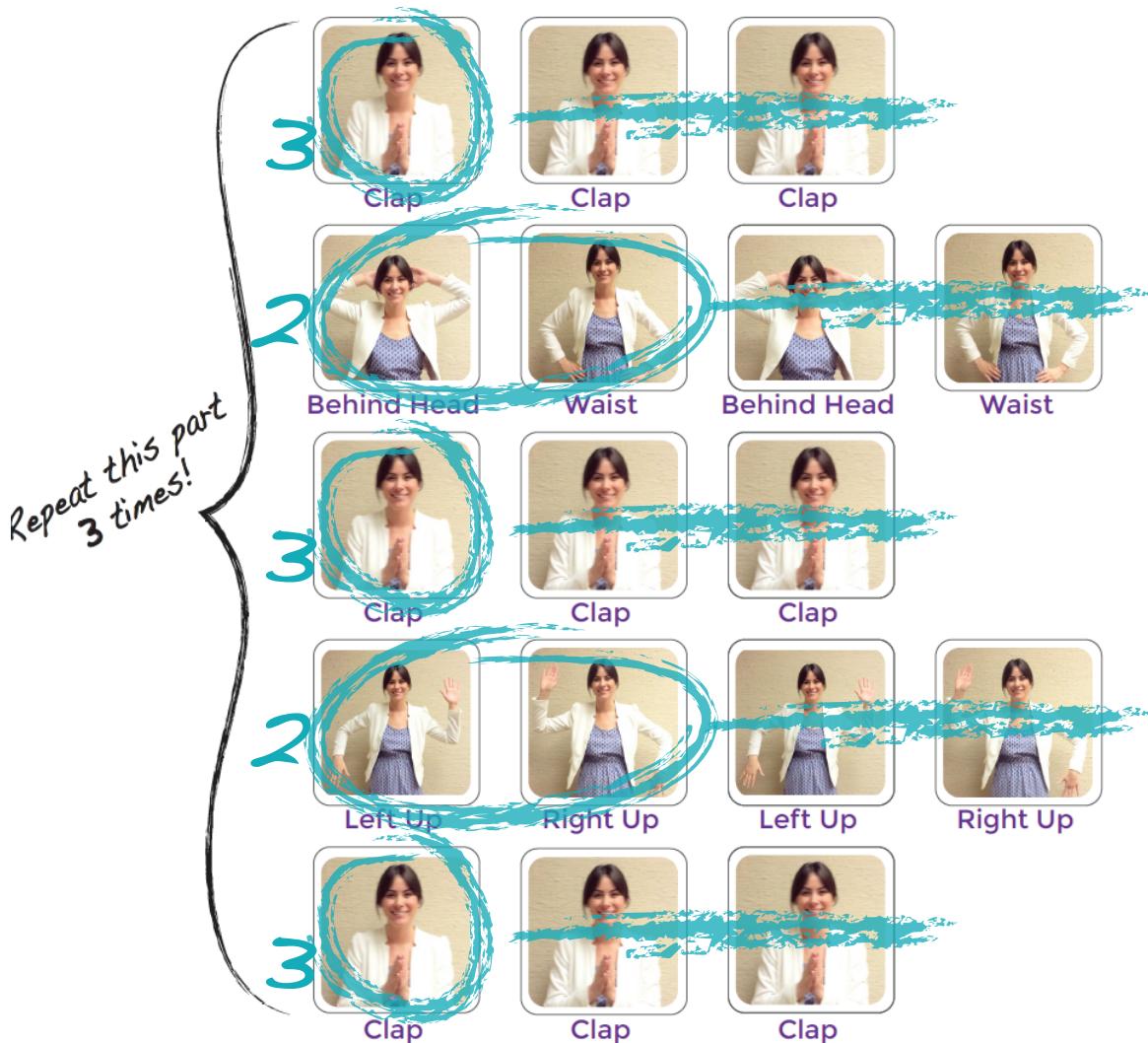
Getting Loopy

Unplugged Loops Activity

Looping can save space!

What if we wanted to take The Iteration dance below and make more loops inside? Can you circle the actions that we can group into a loop and cross out the ones that we don't need anymore? Write a number next to each circle to let us know how many times to repeat the action.

The first line has been done for you.



Then do this



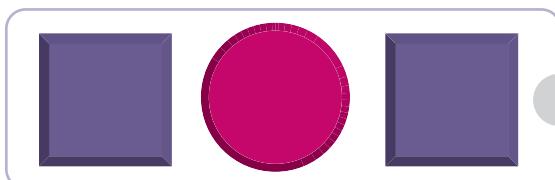
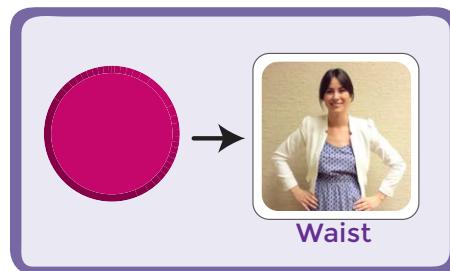
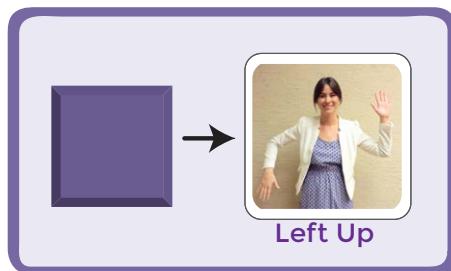
The Iteration

The Big Event

Controlling by Events Assessment

You've been given a magical controller that makes your principal do funny things with her arms.

Take a look below to see what each button does. Can you figure out which series of button events will cause your principal to do each dance? Draw a line from each set of pictures to the button combination that causes it. The first one has been done for you.



Keep It Private

Learning to be Safe and Responsible Assessment

C	O
D	E

Just because you can share something online doesn't mean that you should!

1) Circle the place you would most like to visit online

Circle Any Below



THE JUNGLE



OUTER SPACE



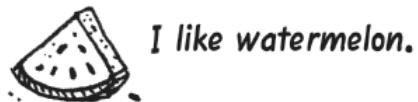
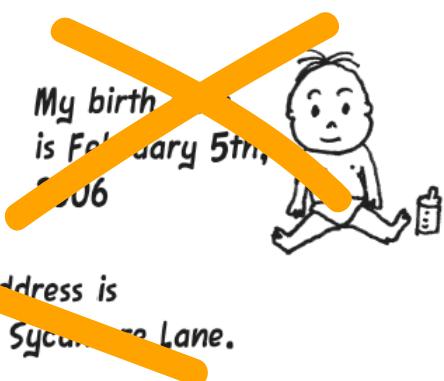
THE OCEAN

2) Can you spot the private information? Mark "X" through the information that you should not share with people you do not know well.



My birth
is February 5th,
2006

My address is
2524 Sycamore Lane.



I like watermelon.



I like swimming.

3) On the back of this paper, draw something that you enjoy and want to share on the Internet.

Draw anything