

The Computer Programmer



We hope you enjoyed our computer programmer workshop at school today. Scan this QR code to find out more about computer programmers and activities you can try at home.

Instructions

Aim: write the code needed to move your robot to the target without bumping into the rocks.

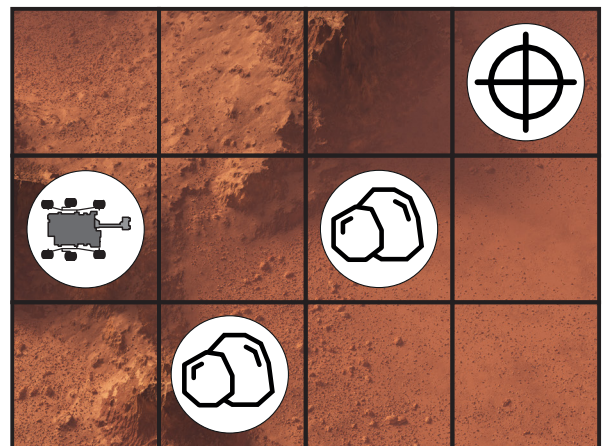
Place the robot, target and rock tokens wherever you want on the map. The further apart they are, the more moves your robot will need to make. Make sure your robot can get to the target.

Your robot needs to be programmed to move one action at a time. Your robot can move forwards and backwards 1 space; and can rotate left and right 1 quarter turn. Draw an arrow in the first square of the code box to show your robot which way to move first.

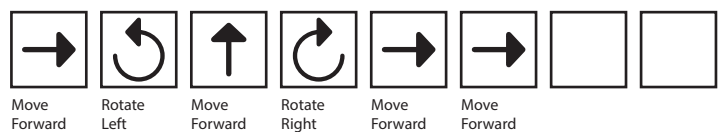
Continue programming your robot by drawing more arrows and moving your robot until it reaches the target.

Example game

Map



Robot code:



Use scissors to cut out the tokens.

