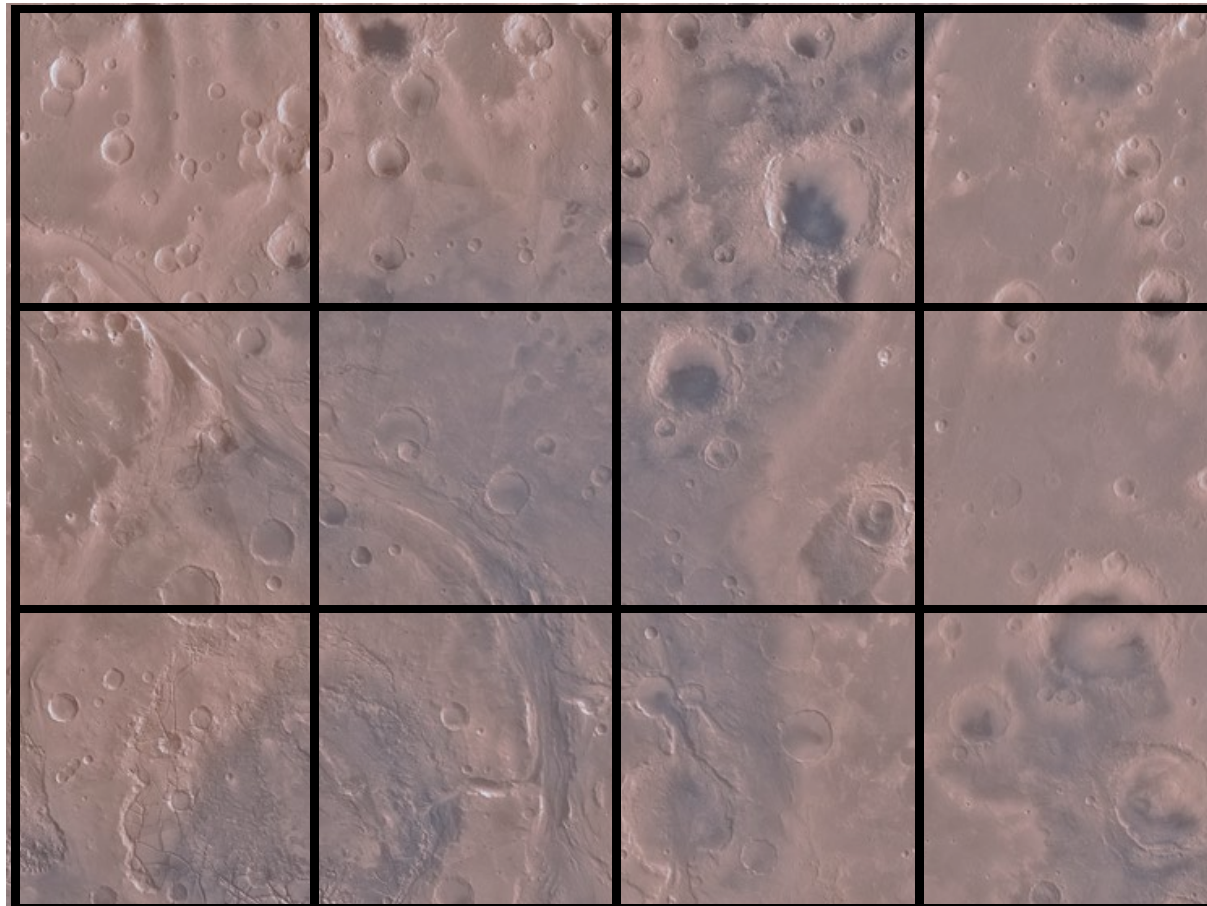


# The computer programmer



Code

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# 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.

## Game instructions

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

Cut out your tokens.

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

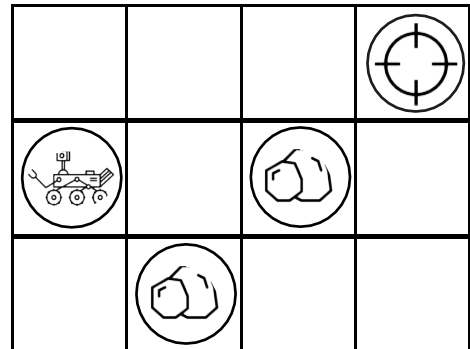
Place two or three rock tokens onto the map—make sure your robot can still get past.

Your robot needs to be programmed to move one square at a time. 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.

Remember to watch out for rocks!

Example game

Map



Robot Code



Parents

Cut out the 5 playing tokens using scissors.

