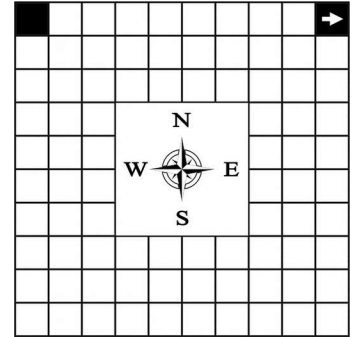


Introduction to Programming: Plot the Robot's Path - 1

Following each program on the left, fill in the squares on the grid to help guide your Arrowbot along a set path to the second black square. Use the compass to assess direction.

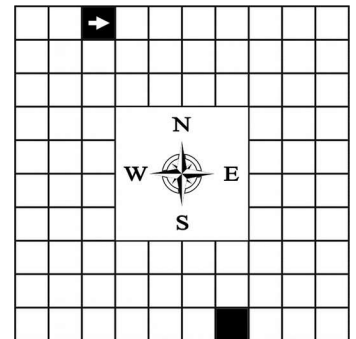
1

- a. Turn **South**.
- b. Move **8** space(s).
- c. Turn **West**.
- d. Move **9** space(s).
- e. Turn **North**.
- f. Move **8** space(s).



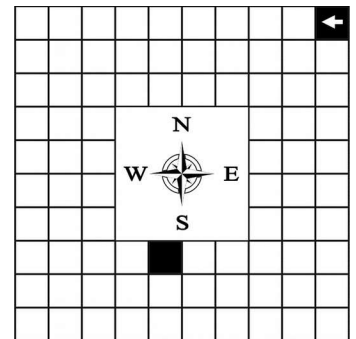
2

- a. Turn **South**.
- b. Move **7** space(s).
- c. Turn **East**.
- d. Move **4** space(s).
- e. Turn **South**.
- f. Move **2** space(s).



3

- a. Turn **South**.
- b. Move **9** space(s).
- c. Turn **West**.
- d. Move **5** space(s).
- e. Turn **North**.
- f. Move **2** space(s).

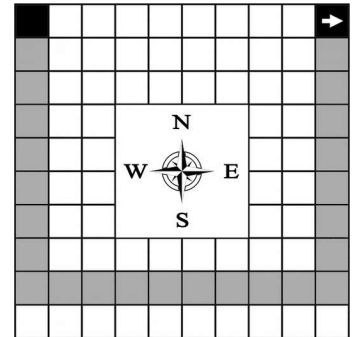


Introduction to Programming: Plot the Robot's Path - 1

Following each program on the left, fill in the squares on the grid to help guide your Arrowbot along a set path to the second black square. Use the compass to assess direction.

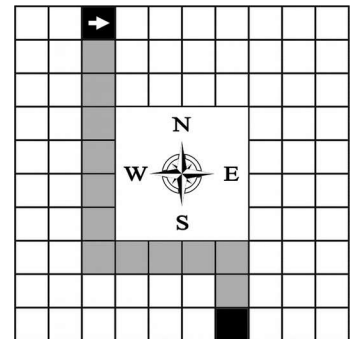
1

- a. Turn **South**.
- b. Move **8** space(s).
- c. Turn **West**.
- d. Move **9** space(s).
- e. Turn **North**.
- f. Move **8** space(s).



2

- a. Turn **South**.
- b. Move **7** space(s).
- c. Turn **East**.
- d. Move **4** space(s).
- e. Turn **South**.
- f. Move **2** space(s).



3

- a. Turn **South**.
- b. Move **9** space(s).
- c. Turn **West**.
- d. Move **5** space(s).
- e. Turn **North**.
- f. Move **2** space(s).

