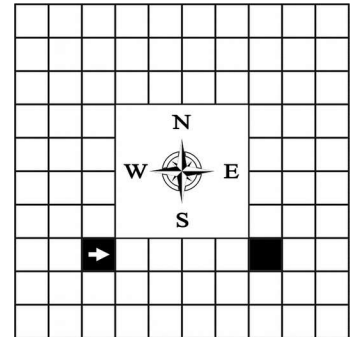


Introduction to Programming: Plot the Robot's Path - 2

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.

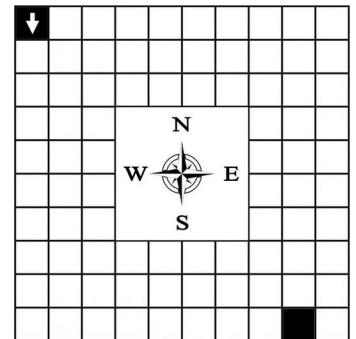
1

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



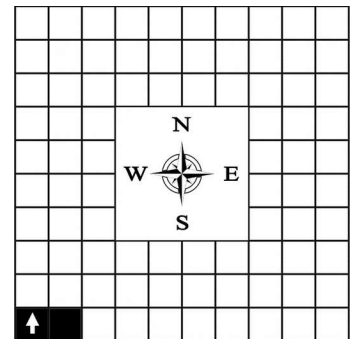
2

- a. Turn **East**.
- b. Move **9** space(s).
- c. Turn **South**.
- d. Move **9** space(s).
- e. Turn **West**.
- f. Move **1** space(s).



3

- a. Move **9** space(s).
- b. Turn **East**.
- b. Move **2** space(s).
- d. Turn **South**.
- e. Move **9** space(s).
- f. Turn **West**.
- g. Move **1** space(s).

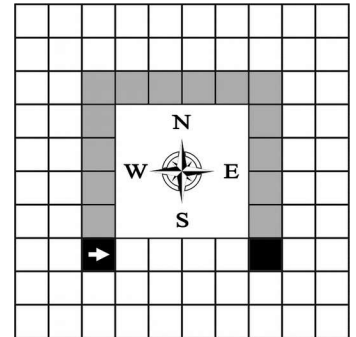


Introduction to Programming: Plot the Robot's Path - 2

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.

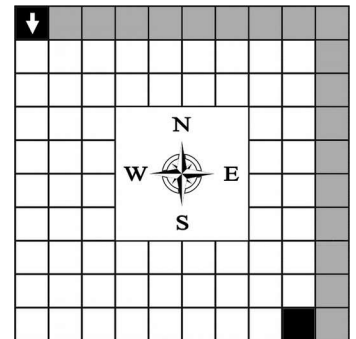
1

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



2

- a. Turn **East**.
- b. Move **9** space(s).
- c. Turn **South**.
- d. Move **9** space(s).
- e. Turn **West**.
- f. Move **1** space(s).



3

- a. Move **9** space(s).
- b. Turn **East**.
- b. Move **2** space(s).
- d. Turn **South**.
- e. Move **9** space(s).
- f. Turn **West**.
- g. Move **1** space(s).

