

# Coding Critters™

Your first coding friends

Hip

Bopper

Hop



Learning Resources®

**This is Bopper.**  
She's ready for play time adventures.

**Let's get coding!**  
In her garden,  
Bopper grows the  
biggest carrots  
around.



She spends every morning bopping around her carrot patch, picking carrots as she goes.



Use the **FORWARD** commands to code Bopper to find her carrot!



As Bopper bopped up to pick the last carrot of the day, she dropped it, and watched it roll down the big hill.

"Aw, nibbles!" she said. "Don't worry, carrot! I've got you!"



Use a LEFT TURN command to help Bopper catch her runaway carrot!



Bopper caught up to her runaway carrot. All of that bopping left her one hungry bunny.



"I suppose a little taste wouldn't hurt," she thought.



Turn on PLAY MODE and press the FORWARD arrow to feed Bopper!



With her last carrot collected, Bopper decided it was time to load up her wagon and head for home.

"There's always more to do!" she thought.



Use BACK commands to help Bopper get to her wagon!




Just as Bopper finished loading her wagon, she heard a giggle from behind the tree stump.

"Giggle giggle"



"Is that you, Hip?" said Bopper.

"You betcha!" said Hip. "You work too hard, Bopper. Why don't you take a break and play a game of chase?"



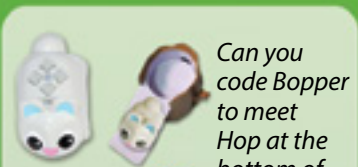
Use two LEFT TURN commands to help Bopper find Hip!



"Come and get me!"

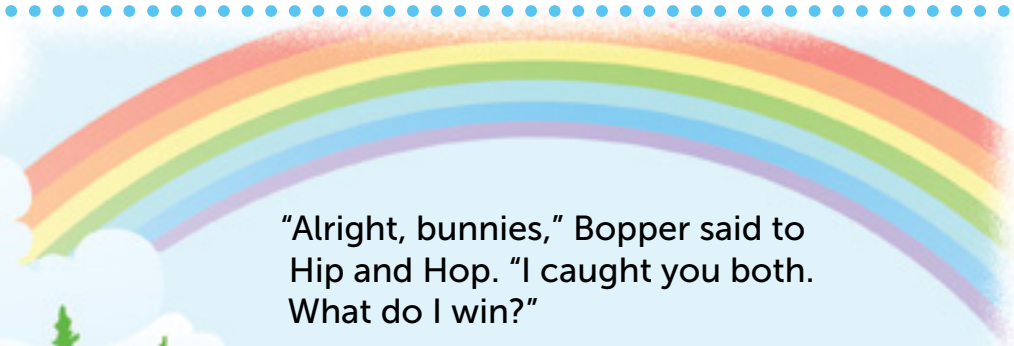
As Bopper caught up to Hip, she heard another little laugh, this time from inside the tree stump.

"The game's not over!" said Hip's brother Hop, who poked his head up from the stump.



Can you code Bopper to meet Hop at the bottom of the slide?

"You have to catch me too!"

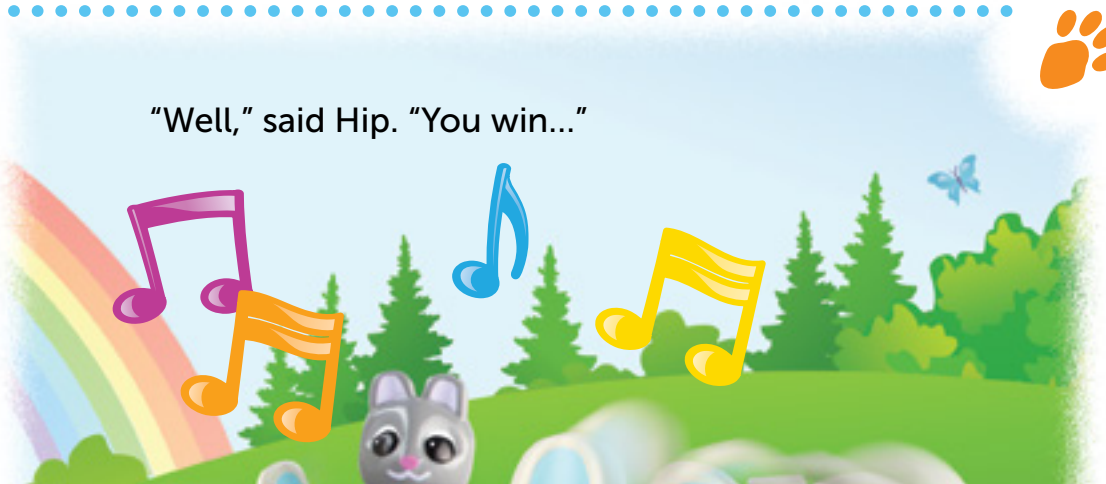


"Alright, bunnies," Bopper said to Hip and Hop. "I caught you both. What do I win?"



"Tee hee hee"

The two bunnies looked at one another and giggled some more.



"Well," said Hip. "You win..."

"...a big bunny dance party!" cried Hop.

Press  

Turn on PLAY MODE and press the RIGHT TURN arrow to make Bopper dance!

All three bunnies bipped and bopped and hipped and hopped. Bopper was glad she took a break.

"That was fun, bunnies," she said, "but now it's time to head home. Hop in and I'll give you a ride!"



Use three  
RIGHT TURN  
commands to  
help Bopper  
return home!



Bopper pulled her cart until her house came into sight. Hip and Hop sighed.



"We don't want the ride to end!" they cried. "Can you take us around her house?"

After one last lap around her house, Bopper pulled the cart to a stop.



"I have a surprise for you, bunnies," she said. The bunnies' eyes got wide.



"Since you were so good on the ride home, I'll push you on the swing before bed!"



"Yawn"

It was another end of another bunny day, full of lots of work and play. Hip and Hop yawned.



Use FORWARD and BACK to push Hip and Hop on the swing!

"Maybe tomorrow we can have a cart race!" they said, as they snuggled into their beds.



"Zzzzzz"  
"Zzzzzz"  
"Zzzzzz"



Press  
Turn on PLAY MODE and press the LEFT TURN arrow to help Bopper go to sleep!

Bopper smiled. "For you, bunnies," she said, "anything."





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