Coding Critters™

Scrambles' Forest Adventure!

Learning Resources®

It's a bright day in the forest, and Scrambles is out on a long walk.

"Oh, pinecones!" he thinks as he reaches a clearing. "I'm lost! I should ask for directions."

Activity

Scrambles wants to ask Simon the Squirrel for directions. Build a path using **3** tiles to visit Simon!

What is Coding?

CODING is a set of instructions that make a computer (or robot!) perform a task!
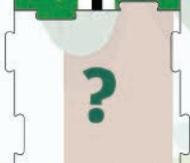
"Hi, Simon," Scrambles says. "I'm a little lost. Do you know the way back to my foxhole?"

Simon chews thoughtfully on an acorn. "I'm not sure," he says. "You should ask my friend Bernard."

Activity

To get to Bernard the Bear, Scrambles needs to pass the snail on the rock. Which card is missing from his path?

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"Hello," Scrambles says to Bernard. "My name is Scrambles, and I'm lost. Can you help me?"

"Of course," says Bernard. "I know just the folks that can help you."

Activity

Help Scrambles meet his friends! Arrange the tiles in sequence.

- **First**, meet Robbie the Rabbit.
- **Then**, pick up Ray the Raccoon.
- **Finally**, head back to his foxhole!

Now Try This!

Add two more circle tiles to keep Scrambles moving!

"There it is!" says Scrambles as the three animals turn the corner. "You did it! Thank you both so much!"

"Our pleasure!" Robbie and Ray say together as Scrambles runs off to tell his family about his day.

Activity

Arrange these tiles so Scrambles can see his fox family. Start on the foxhole!

Did You Know?

Foxes are related to dogs!

"...And then we came home. It was great!" says Scrambles to his family.

"I'm going to go invite them all over for dinner," he says, "now that I know the way home!"

Activity

Can you arrange these tiles in a path so that Scrambles can visit all of his friends again and again?

Did You Know?

A **LOOP** is a set of repeated instructions.

Build these **fun** paths and watch me go, **Wheee!!**

Made in China.