Challenge 1: Getting in shape

Step 1: Start on the red circle. 🔴
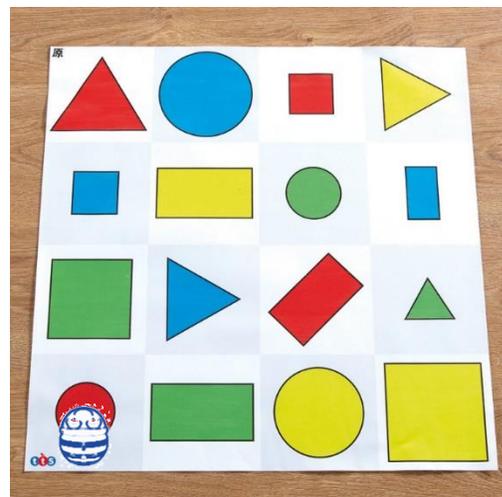
Face the green square. 🟩

Program the Blue-bot using these buttons:

⬆️ ➡️ ⬆️ ⬅️ ⬆️ ⬆️

Press GO .

Which shape does Blue-Bot stop on? _____

Step 2: Plan a program and test it out.

Write down the steps (in the correct order) to program the Blue-bot.

Start on 🔺(blue). Go to 🟨.

◯ ◯ ◯ ◯ ◯ ◯ ◯

Start on 🔺(red). Go to 🟢.

◯ ◯ ◯ ◯ ◯ ◯ ◯

Start on 🟩. Go to 🟦.

◯ ◯ ◯ ◯ ◯ ◯ ◯

Test your program with the Blue-bot.

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Other ideas for the classroom
- 2D shapes game. Pick up a card and program the Bluebot to go to that shape (e.g. green circle)
- Which shape am I? Make the Bluebot go to the shape that matches the clues (e.g. a shape with 3 sides)
- Try the shape, colour and size activities at http://www.edex.com.au/downloads/dl/file/id/248/