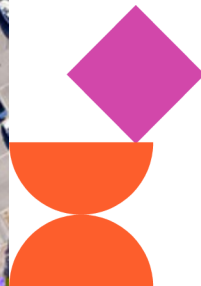


# ◆ CODE YOUR ROUTE

**Use computational thinking to write clear directions for a visitor.**

The challenge is to go from the school lobby (A), collect a soccer ball from the black building (B), and then take it to the small green court (C). Fences block certain paths and cannot be crossed!



**1** Exit the lobby and cross the school yard

---

---

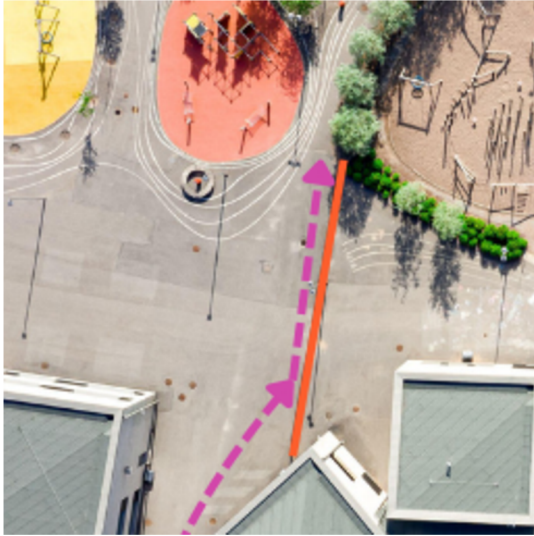
---

---

---



What if you could jump?



2

Walk along the fence

---

---

---

---

---

3

Cross the play area

---

---

---

---

---

4

Enter the black building

---

---

---

---

---





5

Pick up the ball

---

---

---

---

---



6

Exit the black building

---

---

---

---

---



7

Go to the green court

---

---

---

---

---





## 8 Enter the green court

---

---

---

---

---



## 9 Deliver the ball and play!

---

---

---

---

---

### How to code your directions

- Decomposition: Break the route into steps.
- Abstraction: Keep only important information
- Pattern recognition: Do you repeat some instructions, like how to open doors?
- Algorithmic thinking: Write your instructions for the visitor.
- Evaluation and debugging: Check the instructions and correct them if necessary
- Collaboration: Work as a team and check your partner's work

