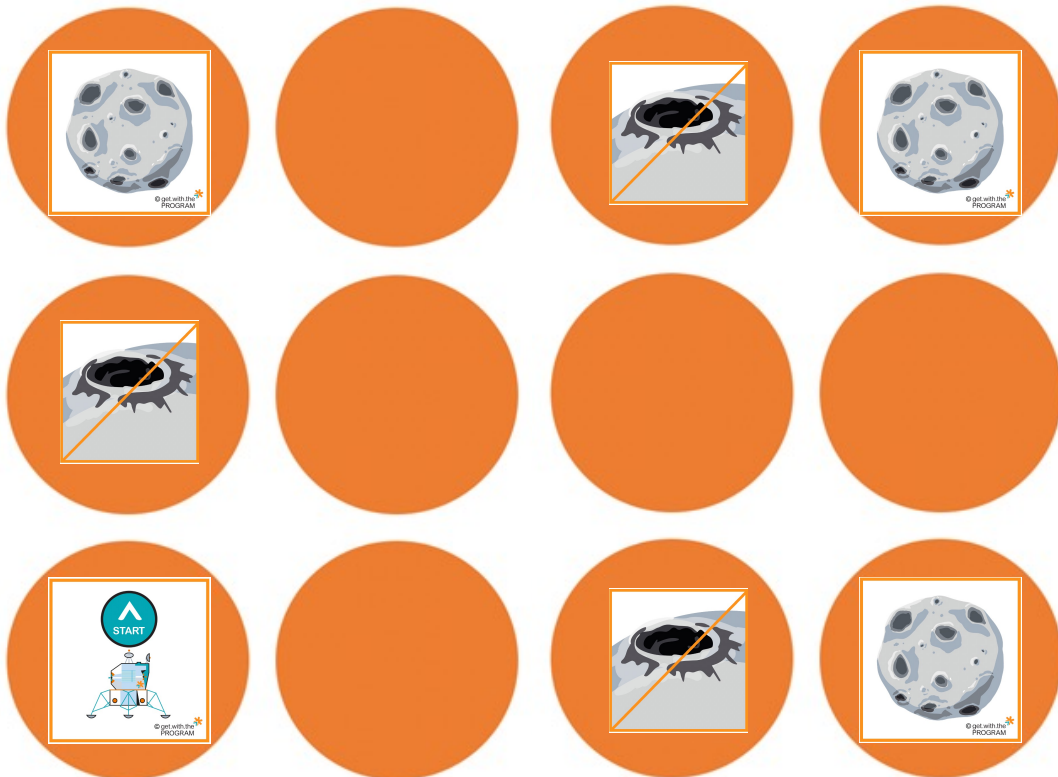


Moon Landing Coding Adventure activity: Design and Test an Algorithm

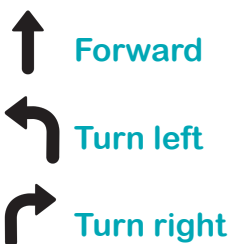
Now let's practise designing and testing algorithms!

There's a grid below representing the moon, with some moon rocks to collect, and some craters to avoid! Can you use arrows to write an algorithm that will guide your robot to collect all the moon rocks, and back to the 'start' again?

- Use the 'whiteboard' below the grid to write your arrows on – we've started by drawing the first two for you (turn right on the spot and move forward the direction the robot is facing). Test the algorithm by drawing a line to show the robot's path.



Directional
arrows
reminder



Create your own challenges!

- Next, print and cut out the grid and templates and make up your own challenges. You can write down your algorithm using paper and pencil, a whiteboard and pen if you have them, or print and cut out the arrows below.
- Then you could try printing this page out again and taping two grids together for an even bigger challenge!

