Coding Critters Colouring Page

Show off your colouring skills with this fun picture of the Coding Critters!

Ranger

Sneaker

Scamper

Rumble

Bumble
Sequencing with Scamper!

Scamper has a full day planned! Can you help her do everything in order?

1. After Scamper wakes up, she wants to play. Use 2 Forward arrows and 1 Right arrow to code Scamper to find her ball.

2. After play time, use 2 Forward arrows and 1 Left arrow to help Scamper meet up with Sneaker.

3. It’s time for breakfast! Use 3 Right arrows and 1 Down arrow to find a fishy treat.

4. Let’s play on the slide! Use 1 Left arrow and 2 Down arrows to start sliding.

5. Sneaker needs a nap! Use 1 Right arrow and 1 Down arrow to take Sneaker home to rest.
Ranger’s Mazeventure!
Ranger wants to play with Zip! Can you help him find his friend?
Color By Rumble

Rumble lost his colours! Can you help him get them back?

1= 2= 3= 4= 5= 6=
Coding Critters Maze Printable

Use the coding cards to help get Ranger to his puppy friend Zip. But be careful not to run into the obstacles along the way!

**Objective:**
Get Ranger to Zip using TWO coding Cards.

**Objective:**
Get Ranger to Zip using FOUR coding Cards.

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**Maze 1**

1. Use the coding cards to navigate the path to Zip.
2. Avoid obstacles such as the tree and hydrant.

**Maze 2**

1. Use the coding cards to navigate the path to Zip.
2. Avoid obstacles such as the tree and hydrant.
Coding Critters Maze Printable

With the help of an adult, cut out the pieces below and use them to create and code your own maze. See if your friends can figure it out!
Simply print, cut and attach a string to your mask!
Don't forget to cut out the eyeholes so you can see where you're headed!
Hi!

Discover even more coding fun with these free printable coding challenges from Botley™ the Coding Robot! With the help of an adult, cut out the coding cards from page 6. Then, use the coding cards to help Botley move through the maze from start to finish without running into objects along the way.

You can also create your own maze! Using the board and pieces from pages 7 and 8, build your own maze, then create the code to solve it.

Remember: Botley can only move one square at a time either using the forward or backward cards. So if you want to move Botley to a square to the right use a to make Botley face that way and then a to move into that square. See the example below!

Example:
To get Botley to the finish flag you will use the following coding cards:
Beginning Coding with Botley!

Legend:

<table>
<thead>
<tr>
<th>Legend</th>
<th>Start</th>
<th>Finish</th>
<th>Block Obstacles</th>
<th>Cone Obstacle</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td><img src="image1" alt="Start" /></td>
<td><img src="image2" alt="Finish" /></td>
<td><img src="image3" alt="Block Obstacles" /></td>
<td><img src="image4" alt="Cone Obstacle" /></td>
</tr>
</tbody>
</table>

Use the coding cards to help get Botley from start to finish. But be careful not to run into the obstacles along the way!

**Maze 1**

**Objective:** Get Botley from start to finish by using **TWO** coding cards.

**Maze 2**

**Objective:** Get Botley from start to finish by using **FOUR** coding cards.
Intermediate Coding with Botley!

Legend:

Start | Finish | Block Obstacles | Cone Obstacle

Hi!

Use the coding cards to help get Botley from start to finish. But be careful not to run into the obstacles along the way!

Maze 3

Objective: Get Botley from start to finish by using THREE coding cards. (Hint: Code Botley to turn around)
Bonus: Now can you solve by using only ONE coding card?

Maze 4

Objective: Get Botley from start to finish by using FIVE coding cards.
(Hint: Code Botley to turn around)
Advanced Coding with Botley!

Legend:

- Start
- Finish
- Block Obstacles
- Cone Obstacle

Use the coding cards to help get Botley from start to finish. But be careful not to run into the obstacles along the way!

Maze 5

**Objective:** Get Botley from start to finish by using **SIX** coding cards.

Maze 6

**Objective:** Get Botley from start to finish by using **EIGHT** coding cards.
Use the coding cards to help get Botley from start to finish. But be careful not to run into the obstacles along the way!

Maze 7

**Objective:** Get Botley from start to finish by using TEN coding cards.
**Bonus:** Now, try solving this maze using TWO coding cards.

Maze 8

**Objective:** Get Botley from start to finish by using TEN coding cards.
(Hint: Code Botley to turn around)
With the help of an adult, cut out the coding cards to help you navigate through the mazes!
Coding with Botley!
Create your own maze!

Hi!

Using the pieces from page 8, build your own maze and create the code to solve it.
Coding with Botley! Create your own maze!

With the help of an adult, cut out the pieces and use them to create and code your own maze on page 7!
Maze 1

Objective: Get Botley from start to finish by using TWO coding cards.

Correct Coding Sequence:

Maze 2

Objective: Get Botley from start to finish by using FOUR coding cards.

Correct Coding Sequence:
Intermediate Coding with Botley!

Answer Sheet

Maze 3

Objective: Get Botley from start to finish by using THREE coding cards. (Hint: Code Botley to turn around)
Bonus: Now can you solve by using only ONE coding card?

Correct Coding Sequence:

or:

Bonus:

Maze 4

Objective: Get Botley from start to finish by using FIVE coding cards.
(Hint: Code Botley to turn around)

Correct Coding Sequence:
Maze 5

Objective: Get Botley from start to finish by using SIX coding cards.

Correct Coding Sequence:

1. Up
2. Right
3. Up
4. Up
5. Up
6. Right

Maze 6

Objective: Get Botley from start to finish by using EIGHT coding cards.

Correct Coding Sequence:

1. Down
2. Up
3. Up
4. Up
5. Up
6. Right
7. Up
8. Up
Maze 7

Objective: Get Botley from start to finish by using TEN coding cards.
Bonus: Now, try solving this maze using TWO coding cards.

Correct Coding Sequence:

Bonus:

Maze 8

Objective: Get Botley from start to finish by using TEN coding cards.
(Hint: Code Botley to turn around)

Correct Coding Sequence: