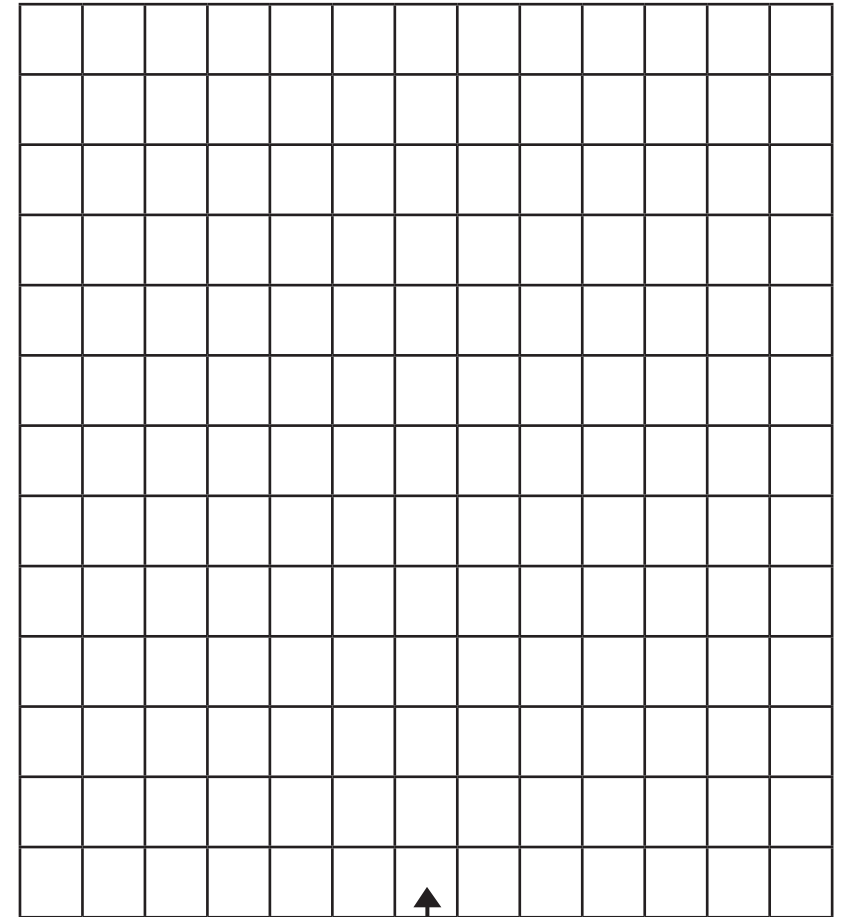# Coding Activity Sheet

Coding is all about creating a sequence clear and straight forward instructions. Coding is used in all computers but you can use code without a computer. You are going to follow this set of instructions. You will also need a dice, a counter and some coloured pencils or crayons.

1. Put your counter on the start square.

2. Roll a dice.

3. Move your counter forward, in the direction of the arrow, that number of spaces.

4. Roll a dice.

5. If your dice lands on an even number, colour the square you are on in red. If your dice lands on an odd number, colour the square you are on in blue.

6. Roll a dice.

7. If your dice lands on an even number, turn left.

   If your dice lands on an odd number, turn right

8. Move your counter up that number of spaces.

9. Roll a dice.

10. If it lands on an even number, then colour the square in yellow. If it lands on an odd number, then colour it in green.

11. If your dice lands on an even number, then colour the square you are on in yellow.

    If your dice lands on an odd number, then colour the square you are on in green.

12. If it lands on an even number turn right. If it lands on an odd number then turn left.

13. If your dice lands on an even number, turn left and move forward that number of spaces.

    If your dice lands on an odd number, turn right and move forward that number of spaces.

**Start**

# Coding Activity Sheet

Coding is all about creating a sequence clear and straight forward instructions. Coding is used in all computers but you can use code without a computer. After you have completed step 7, continue writing code (ensuring your commands stay within the grid). Remember to use the words *if* and *then*.

1. Put your counter on the start square.

2. Roll a dice.

3. Move your counter forward that number of spaces.

4. Roll a dice.

5. If your dice lands on an even number, colour the square you are on in red. If your dice lands on an odd number, colour the square you are on in blue.

6. Roll a dice.

7. If your dice lands on an even number, turn left.

   If your dice lands on an odd number, turn right.

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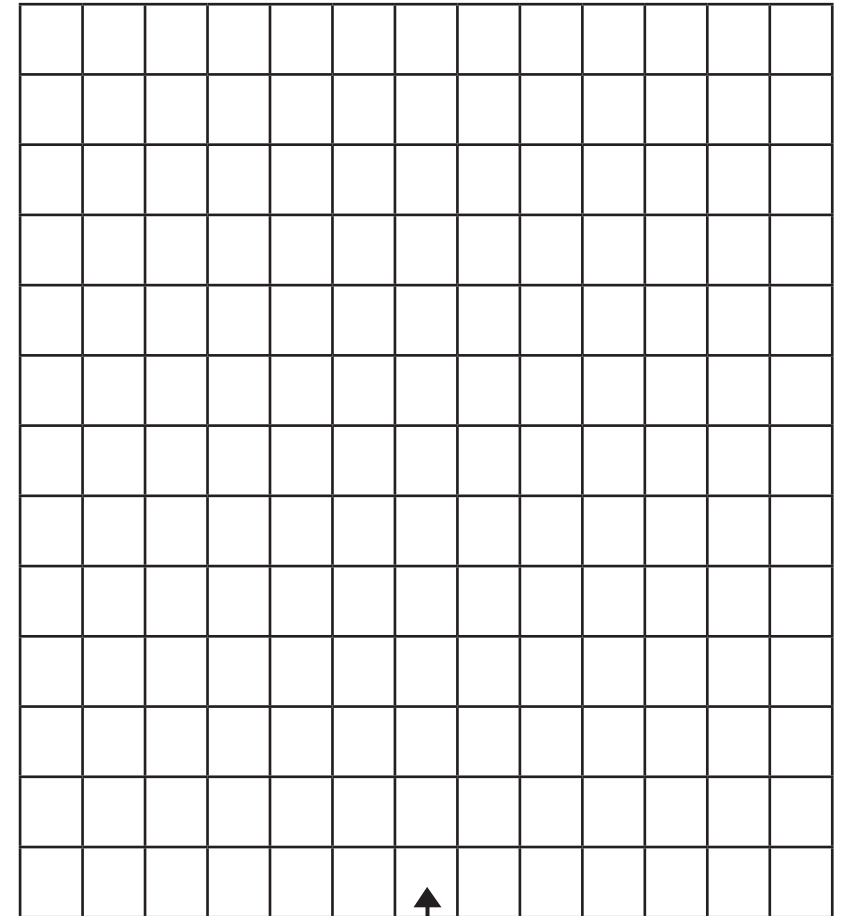
**Start**

# Coding Activity Sheet

Coding is all about creating a sequence clear and straight forward instructions. Coding is used in all computers but you can use code without a computer. You are going to create a set of instructions to guide someone through the maze (ensuring your commands stay within the grid). Remember to use the words if and then to make suggestions, such as 'if you come to a dead end, then turn right'. Every step needs to be clearly explained, including where you want them to start from.

**Finish**