

UNPLUGGED WORKSHEETS

This workbook belongs to: _____

NAME

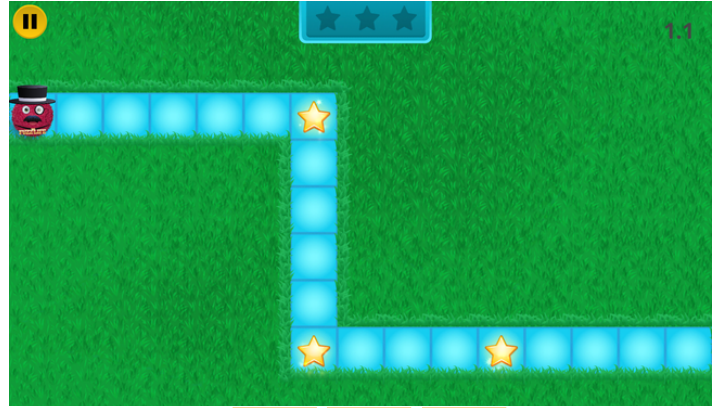
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Sequence Solver

Name: _____ Date: _____

Example:

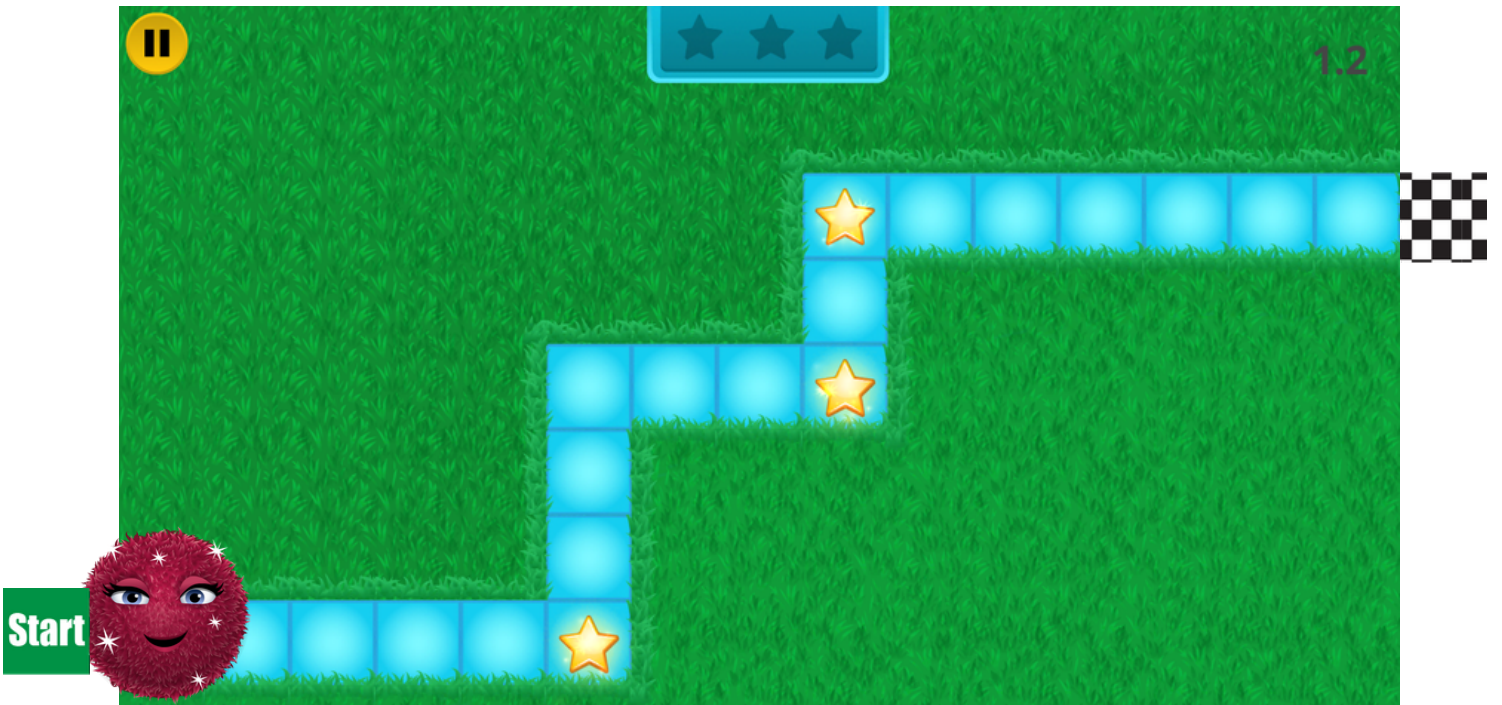


Directions:

Help the Fuzz get through the maze!

Draw the missing arrows to tell the fuzz which way to roll to get to the end of the maze.

Now you try!



← What goes here?

Name: _____ Date: _____

Draw the missing arrows to show the fuzz how to get through the maze

1.3

Start

→

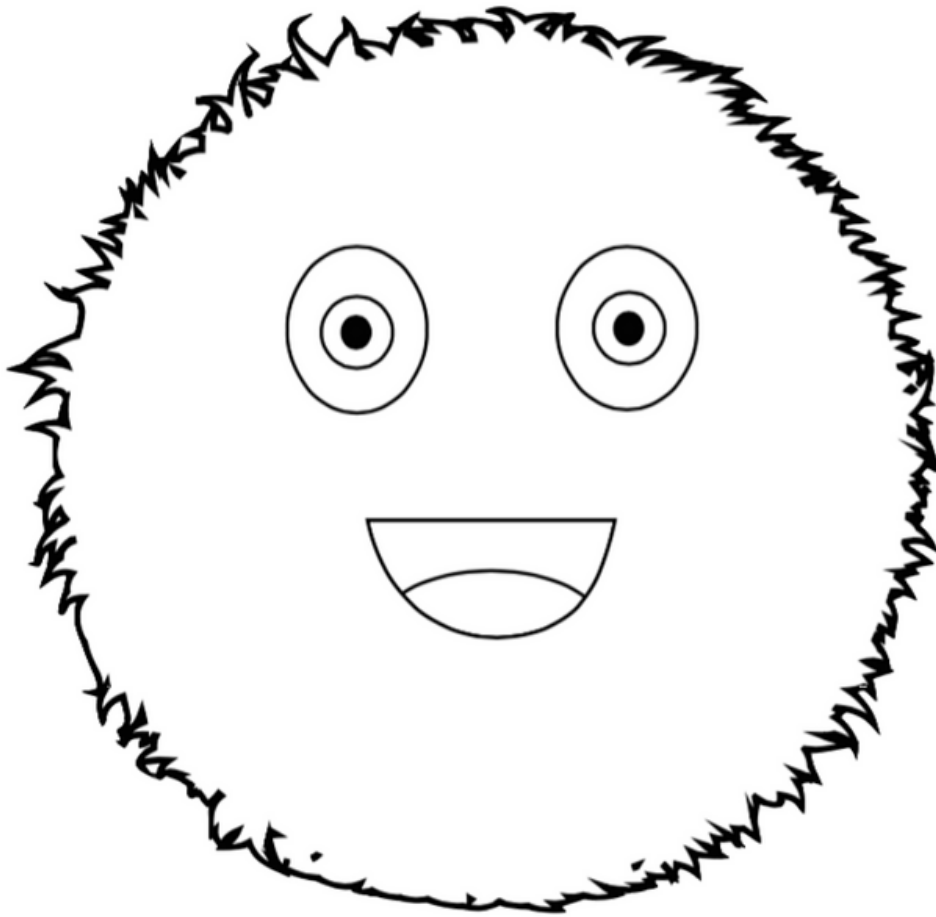
1.4

Start

Fuzz Builder

Name: _____ Date: _____

Directions: Build a fuzz! Give it color and at least 1 accessories. Then, describe your fuzz's properties on the lines below.



Fuzz name: _____

Body Color: _____

Eye color: _____

Accessories: _____

Name: _____ Date: _____

Find the Bug!

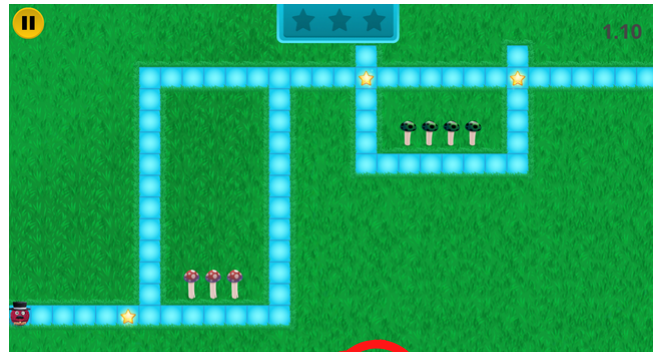


Directions:

One (or more!) of the commands in the code below the maze is wrong.

Find the incorrect commands and circle them.

Example:



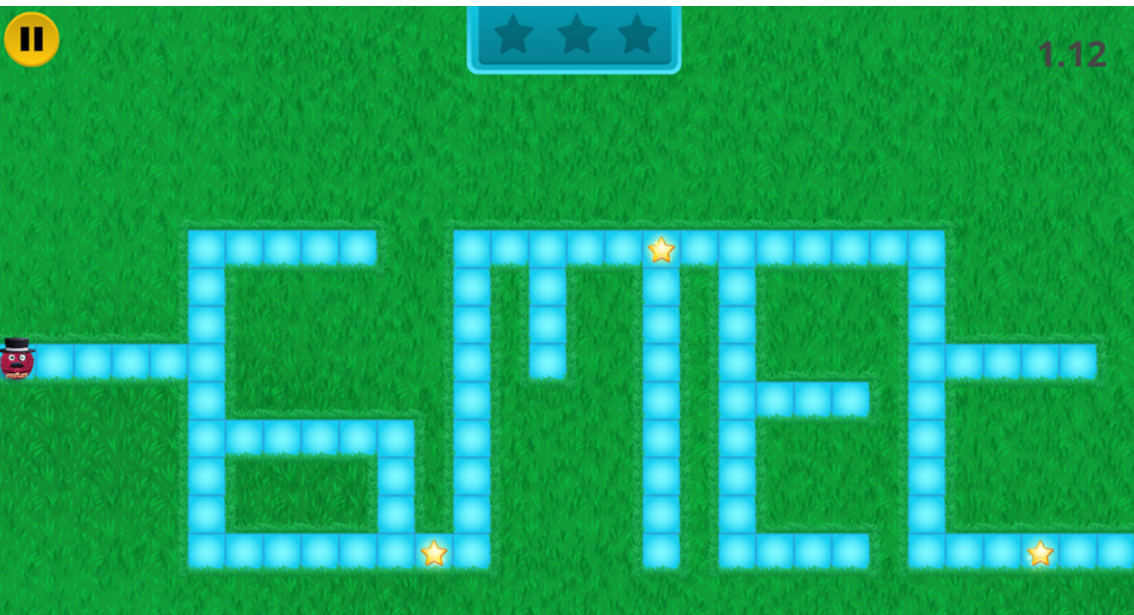
Now You Try!



Which of these commands is wrong?

Name: _____ Date: _____

Circle the command that is incorrect.

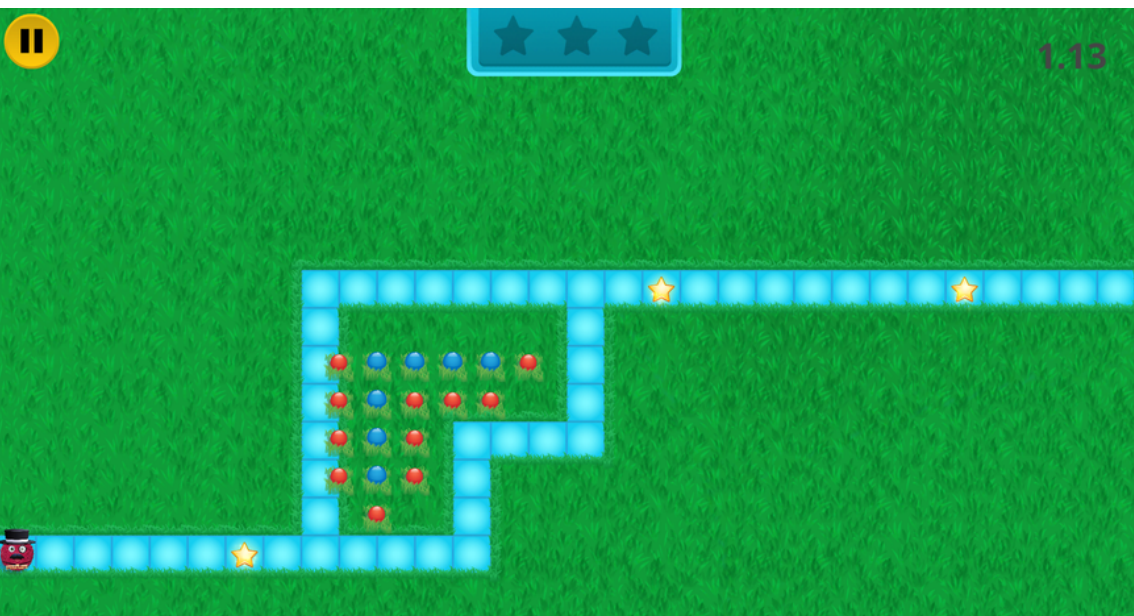


A screenshot of a maze game. The maze is made of blue blocks on a green background. A red robot is at the start on the left. A checkered flag is at the end on the right. There are three stars in a blue box at the top. The timer shows 1.12. The maze has a complex path with several turns and dead ends. Three yellow stars are placed at specific points in the maze.

Start

1.12

→ ↓ → ↑ ← ↑ →



A screenshot of a maze game. The maze is made of blue blocks on a green background. A red robot is at the start on the left. A checkered flag is at the end on the right. There are three stars in a blue box at the top. The timer shows 1.13. The maze has a simpler path with a few turns. A cluster of red and blue dots is in the middle of the maze. One yellow star is placed at the start.

Start

1.13

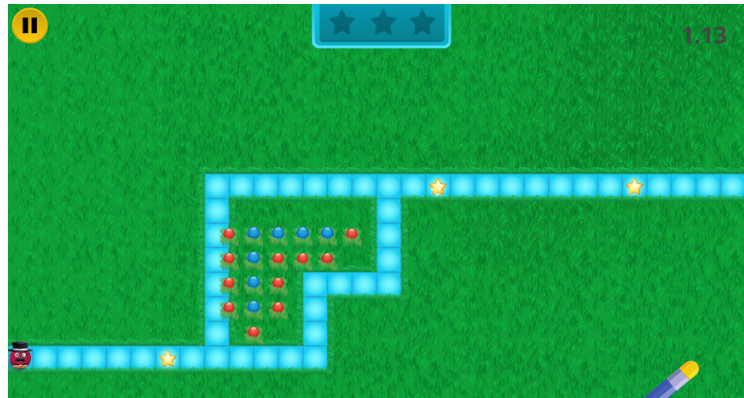
→ ↑ → ↑ ←

Name: _____ Date: _____

Bug Hunting



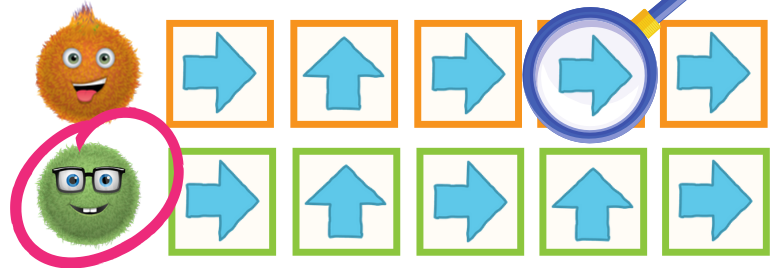
Example:



Directions:

One of the Fuzzes has the correct code to solve the maze.

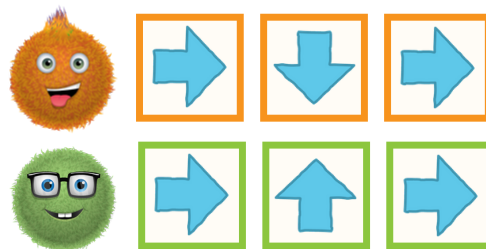
Circle the fuzz with the correct code!



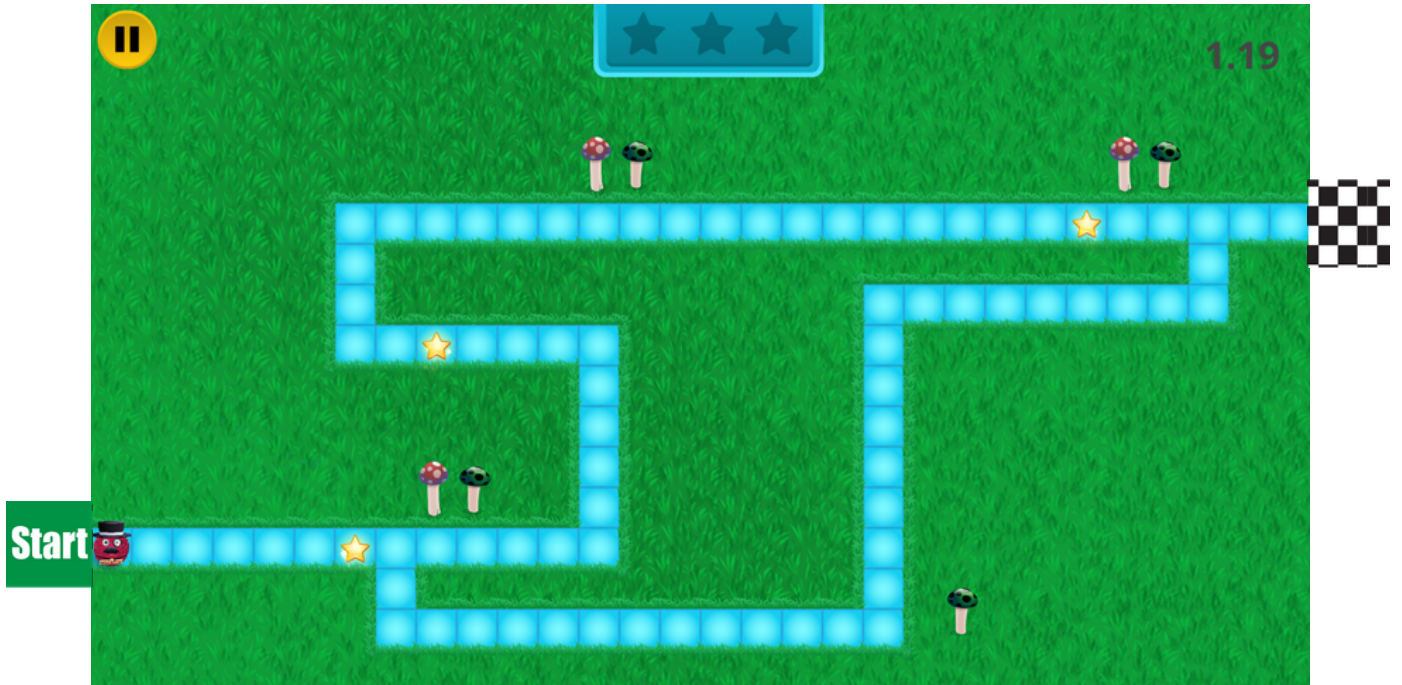
Now You Try!



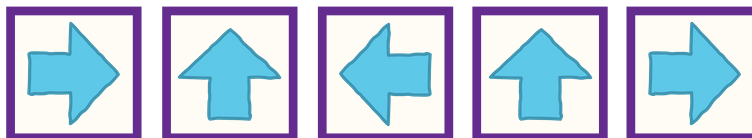
Which fuzz has the correct code?



Name: _____ Date: _____



Circle the fuzz with the correct code!



Name: _____ Date: _____

What if...

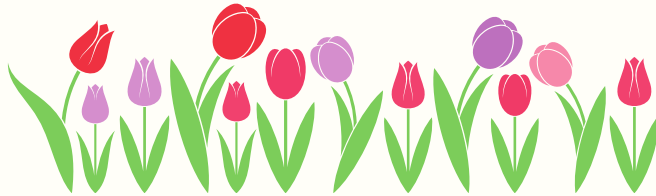
Directions:

Complete each conditional statement.

Draw a picture to go along with it!

Example:

If you water the garden, **then...**



The flowers will grow!

Now You Try!

IF it is cold outside, **THEN...**



What might happen? Finish the sentence

Name: _____ Date: _____

IF it is a holiday, **THEN...**

IF you finish your homework, **THEN...**

Name: _____ Date: _____

Make up a couple of your own!

IF _____, **THEN...**

IF _____, **THEN...**

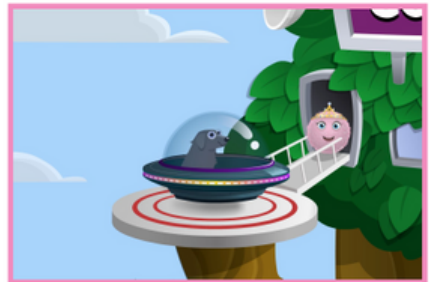
Name: _____ Date: _____

Creative Conditions

Directions:

Pick an image and use it as inspiration to write a short story. What would happen next? It's up to you!

if... (choose an image)



then... (what happens next? Write your story in the space below)

Name: _____ Date: _____

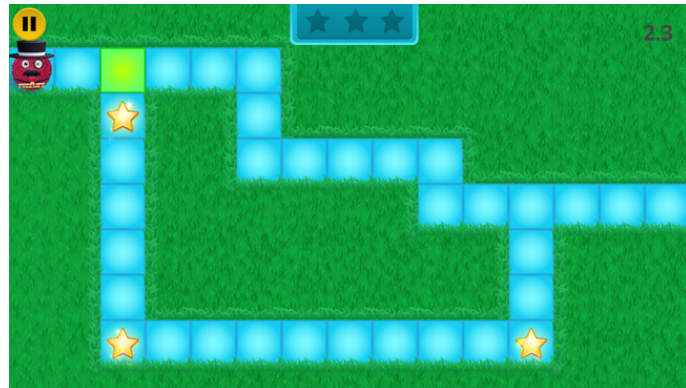
Colorful Conditions

Directions:

Which way should the Fuzz roll when it reaches the condition tile?

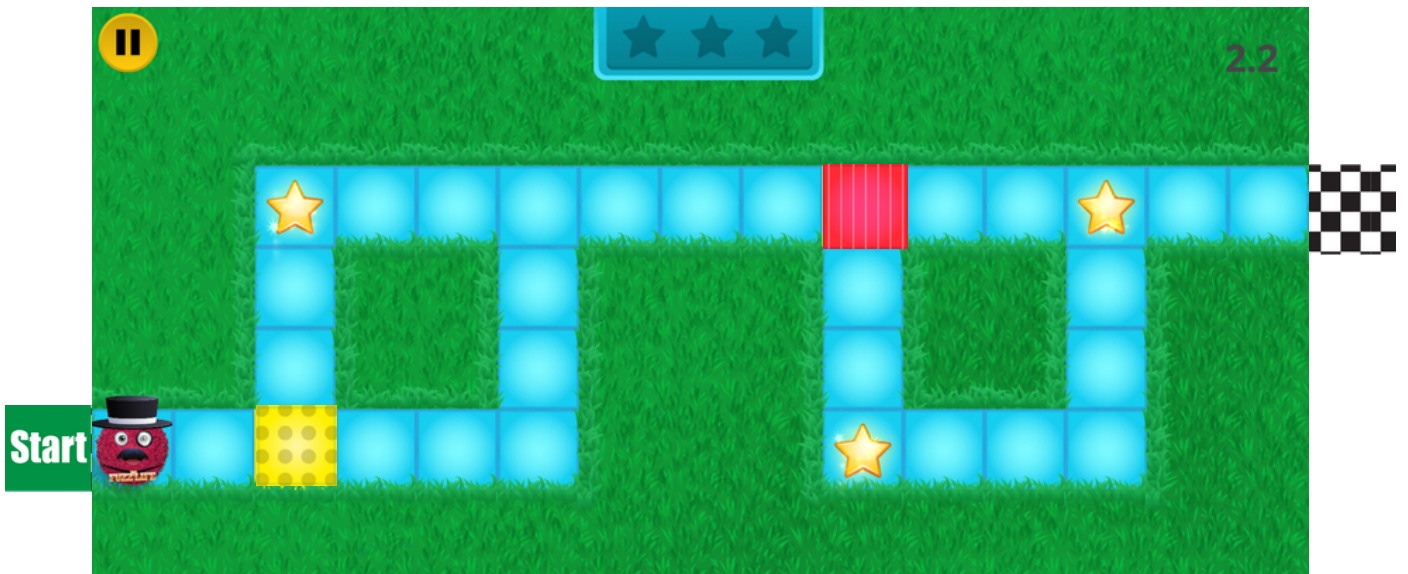
Circle the arrow command that will help the fuzz collect all the stars.

Example:



If , then  or 

Now You Try!



If , then  or 

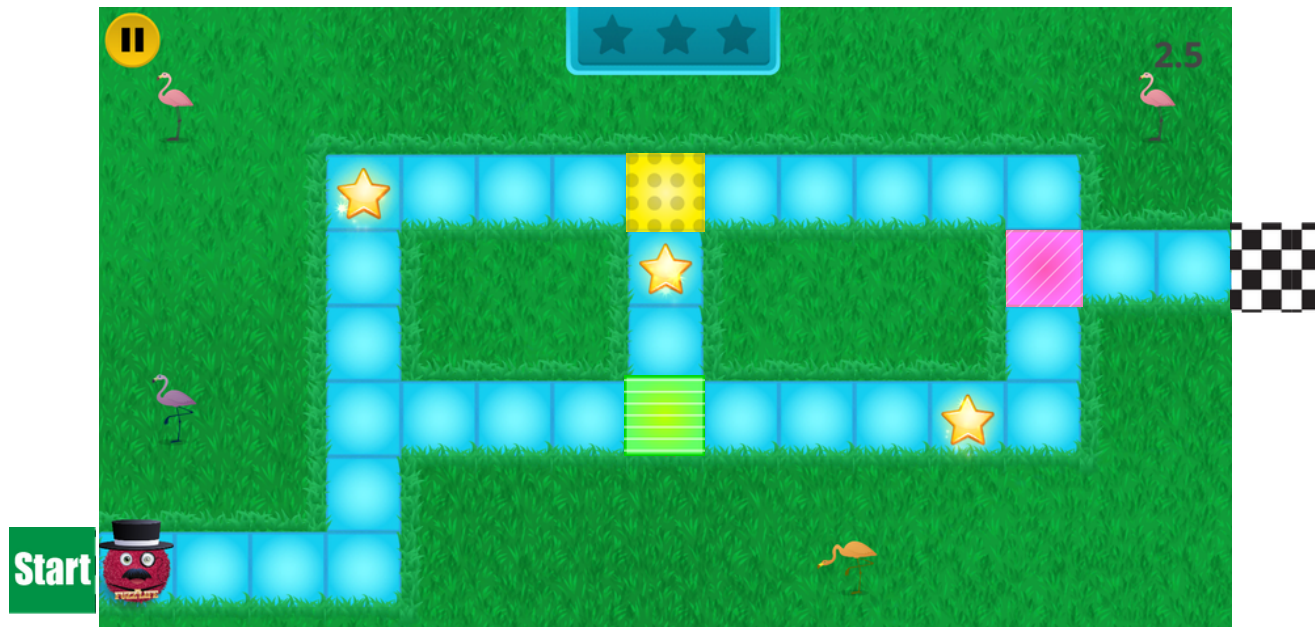


Which direction should the fuzz roll?

Name: _____ Date: _____

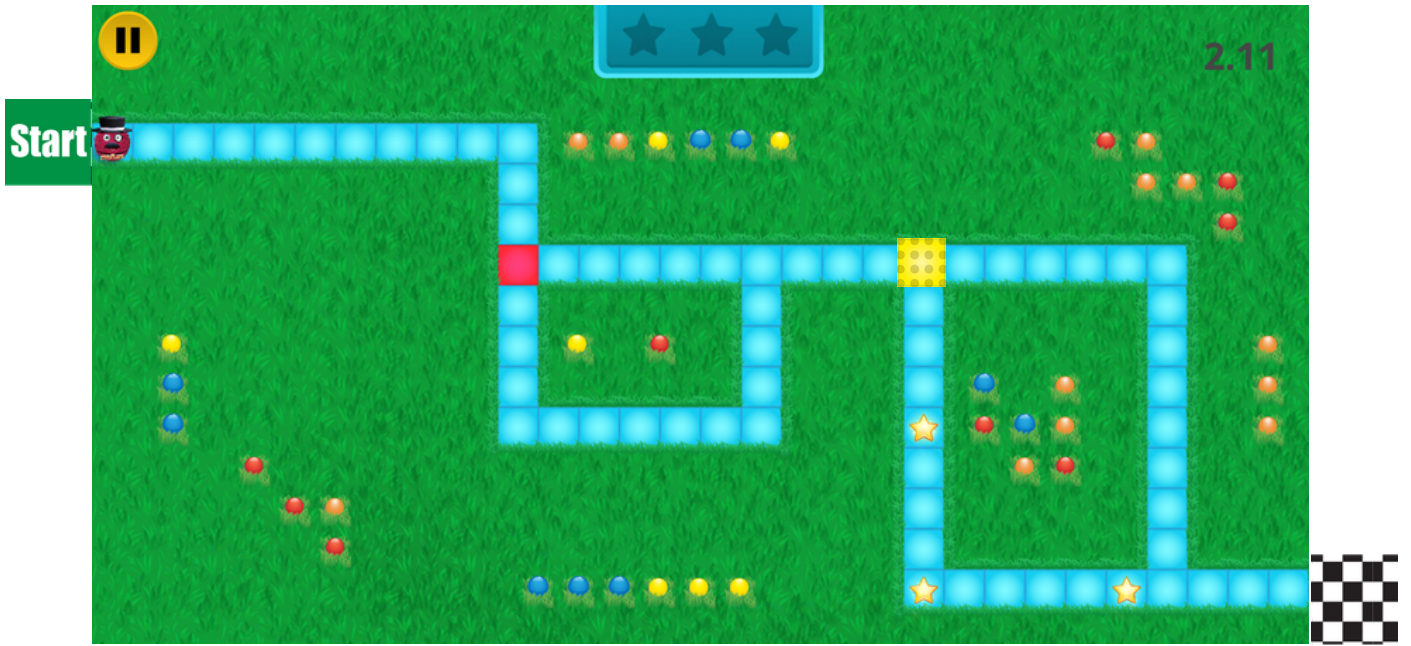


If  , then  or 

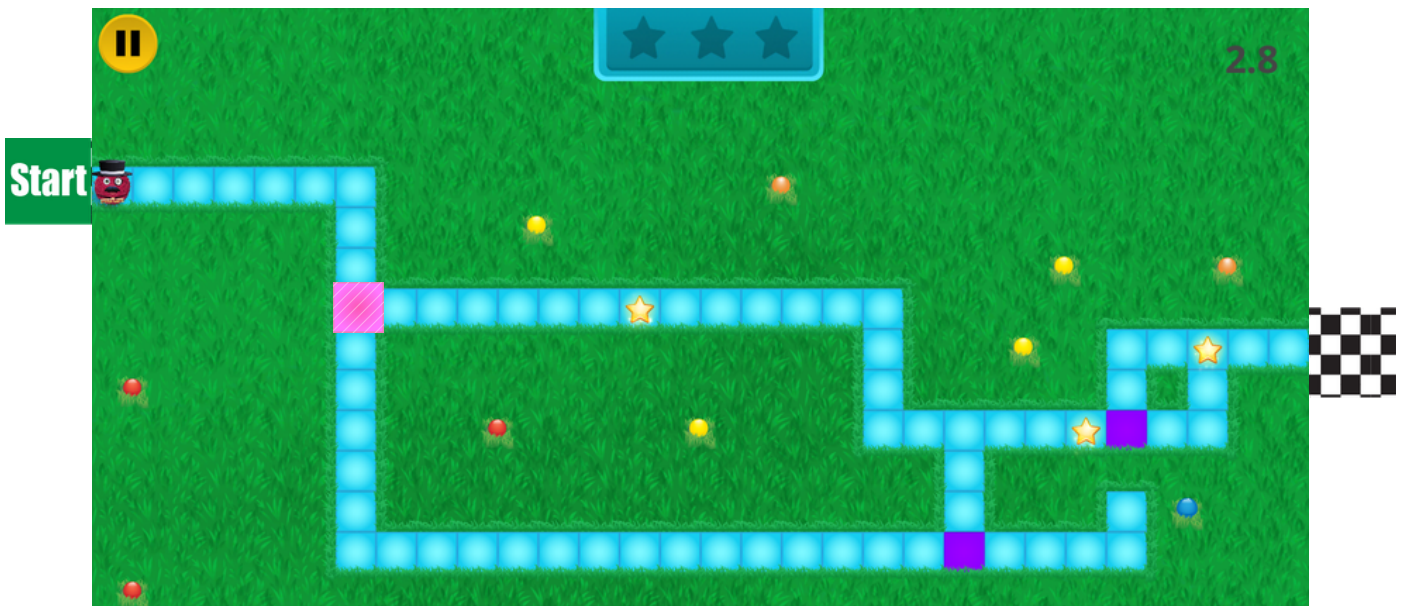


If  , then  or 

Name: _____ Date: _____



If , then  or 



If , then  or 

Name: _____ Date: _____

Rules Apply

Directions:

1. Circle the **rules**
2. Put a rectangle around the **conditions**

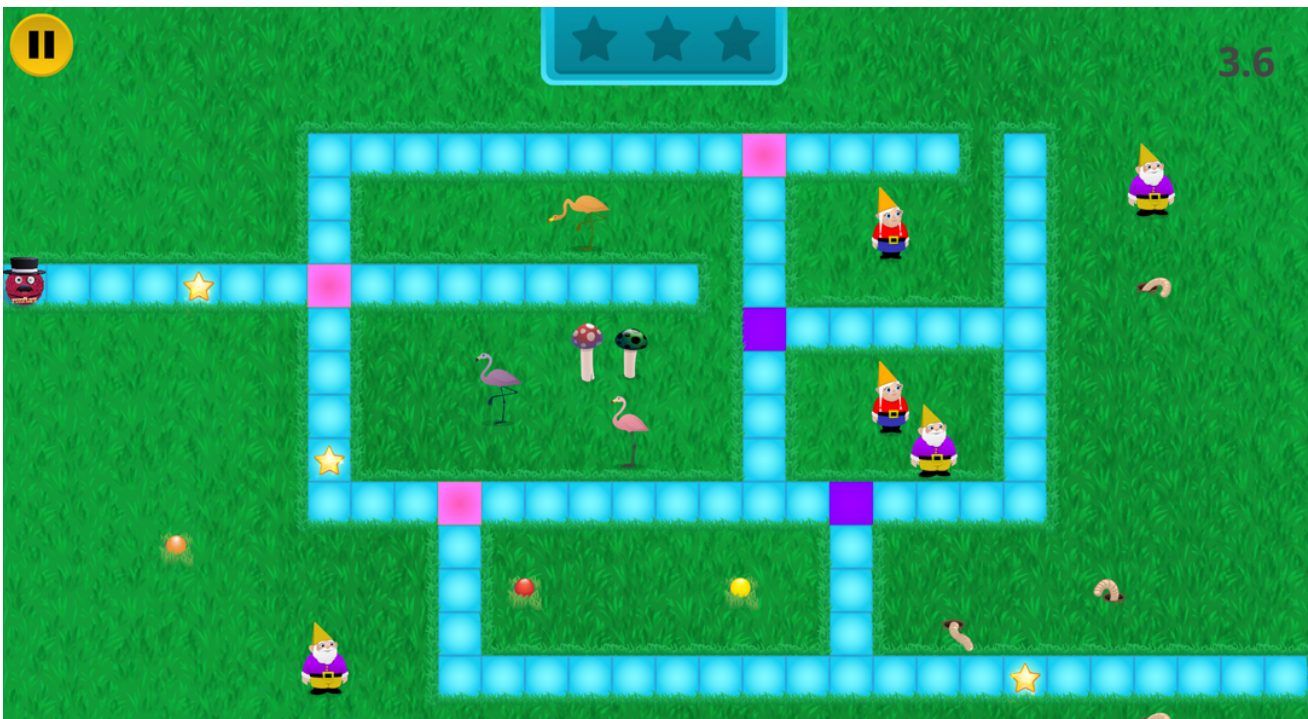
Helpful Tips:



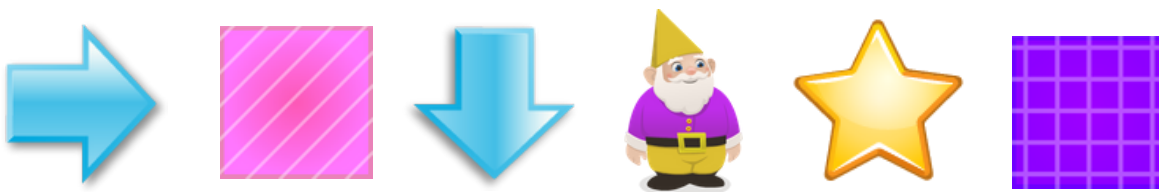
A **rule** is something that tells your program the direction to run.

A **condition** is an exception to a rule. It tells your program to change directions.

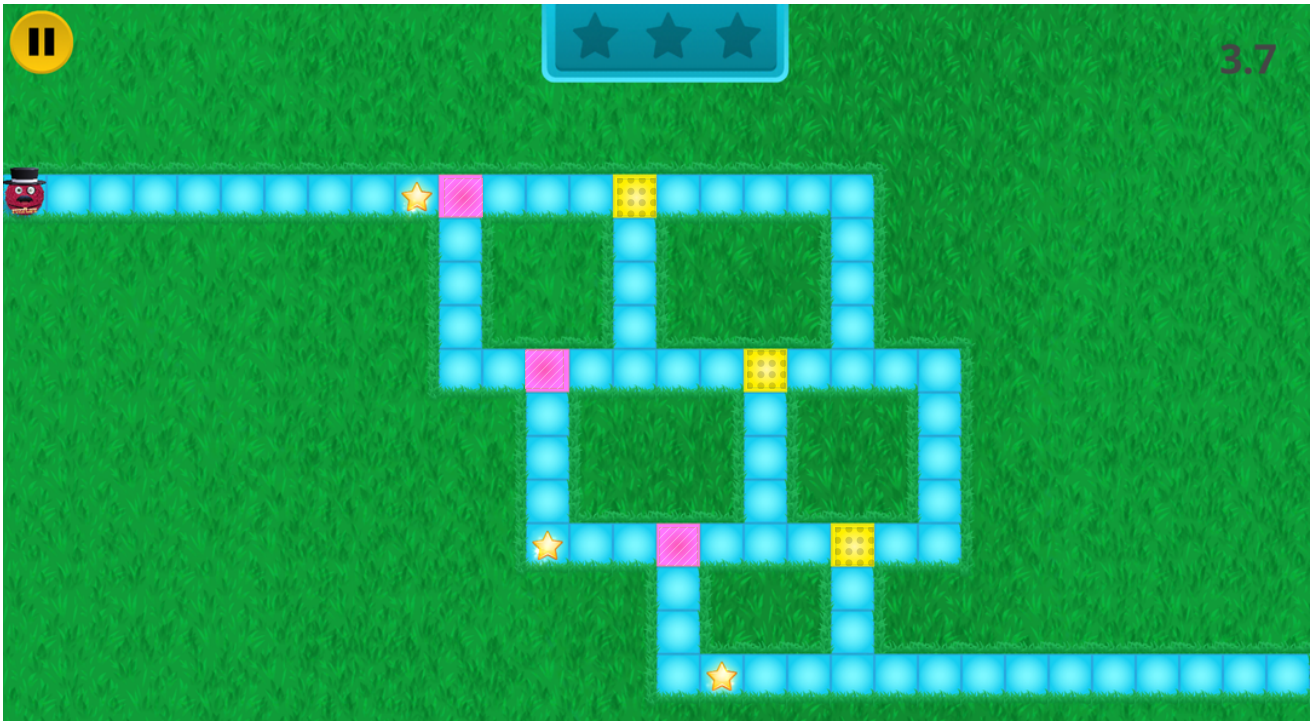
Now You Try!



Circle the rules. Rectangle the conditions:



Name: _____ Date: _____



Circle the rules. Rectangle the conditions:



How do you decide which ones are **conditions** or **rules**? Explain:

Name: _____ Date: _____

A maze starting from a colorful ball on the left and ending at a yellow star on the right. The path is composed of yellow squares. The path starts with one square, then moves right for six squares, then up for one square, then right for three squares, then up for one square, then right for two squares, and finally up for one square to reach the star. A purple box contains an up arrow and a right arrow. A purple circle contains two curved arrows indicating a 180-degree rotation.

A maze starting from a colorful ball on the left and ending at a yellow star on the right. The path is composed of yellow squares. The path starts with two squares, then moves down for one square, then right for one square, then down for one square, then right for two squares, then down for one square, then right for six squares, and finally down for one square to reach the star. A purple box contains a right arrow and a down arrow. A purple circle contains two curved arrows indicating a 180-degree rotation.

_____'s Fuzzy Flex Program

Name

Instructions: In the boxes below, draw or write out the 3 exercises in your routine:



In each loop, write the number of times the move should be repeated.



Share your program with a friend or family member to test it out!



Make changes to the loops as needed.

Kodable

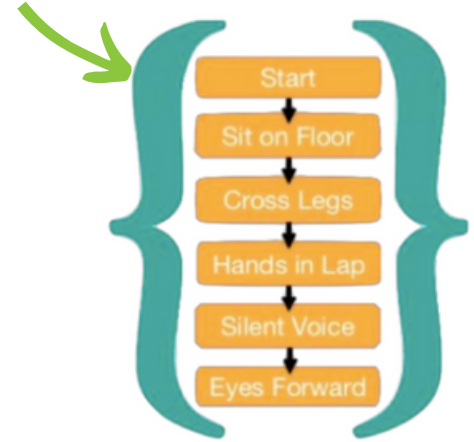
Familiar Functions

Name: _____ Date: _____

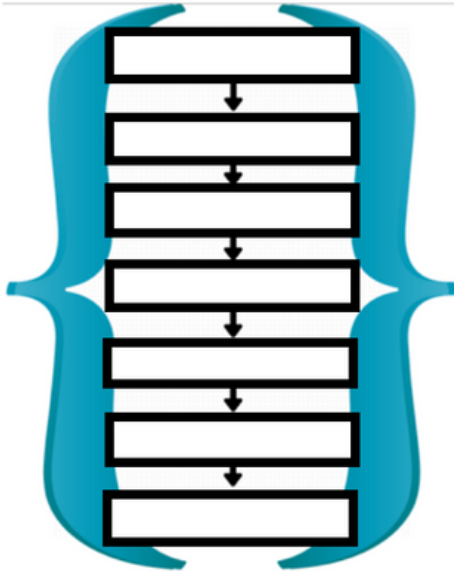
Example: criss-cross applesauce

Directions:

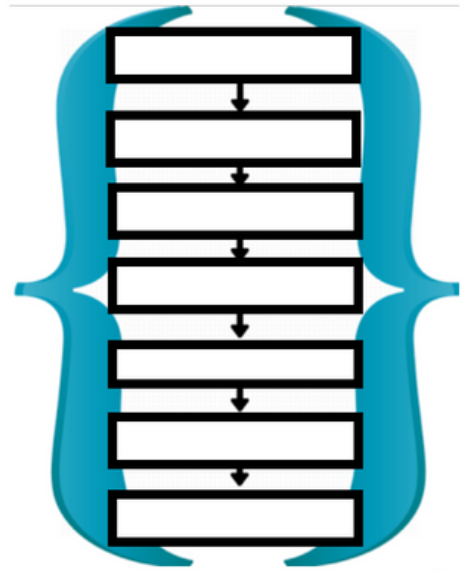
We've turned these daily routines into mental functions! Break down the steps for each task below.



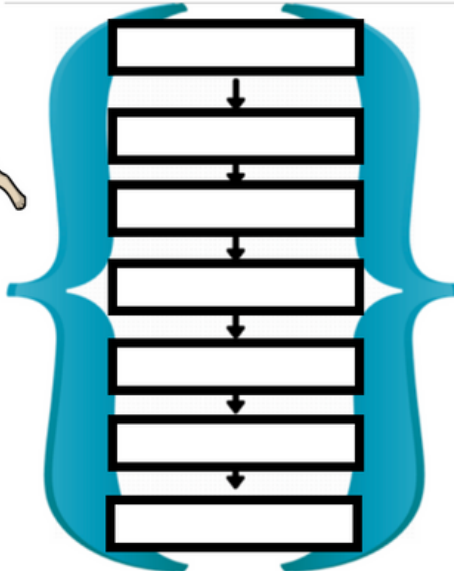
cook breakfast



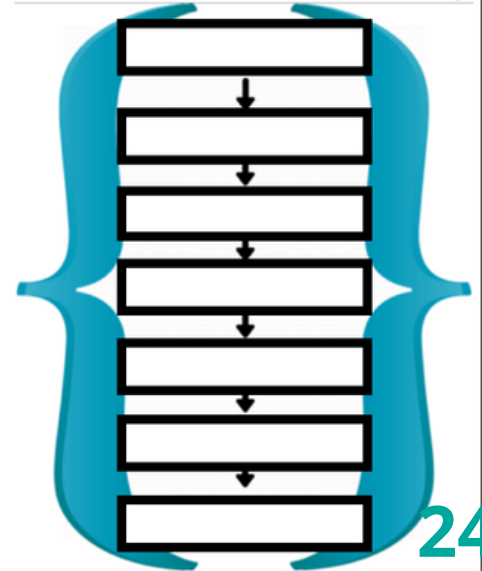
wash hands



play fetch



tie shoes



Name: _____ Date: _____

Fashionable Functions

Instructions: Write the sequence of steps you follow when you get dressed on the lines below.

```
function getDressed() {
```

1 _____

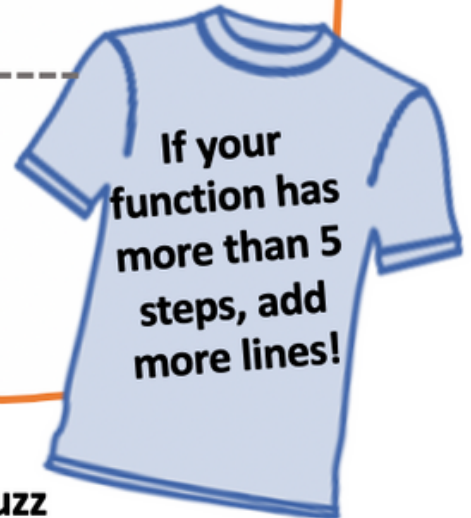
2 _____

3 _____

4 _____

5 _____

```
}
```



When you are done, think about the steps a **fuzz** takes to getDressed(). Would they be the same as yours?

Name: _____ Date: _____

Asteroid Sort

Directions:

1. Cut out the asteroids
2. Look at their values
3. Sort the asteroids based on the values into the correct variable containers!



Strings:

Integers: