

### Game #1

Step 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Step 16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Step 31	32	33	34	35	36	37	38	39	40	41	42	43	44	45

### Game #2

Step 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Step 16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Step 31	32	33	34	35	36	37	38	39	40	41	42	43	44	45

### Game #3

Step 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Step 16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Step 31	32	33	34	35	36	37	38	39	40	41	42	43	44	45

### Game #4

Step 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Step 16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Step 31	32	33	34	35	36	37	38	39	40	41	42	43	44	45

### Game #5

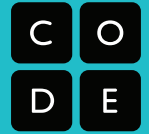
Step 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Step 16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Step 31	32	33	34	35	36	37	38	39	40	41	42	43	44	45



Name: \_\_\_\_\_

Date: \_\_\_\_\_

# Graph Paper Programming



Unplugged

Four-by-Fours Activity Worksheet

Choose one of the drawings below to program for a friend. Don't let them see which one you choose!

Write the program on a piece of paper using symbols. Can they recreate your picture?

Use these symbols to write a program that would draw each image.

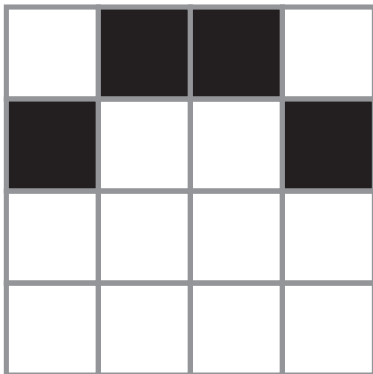
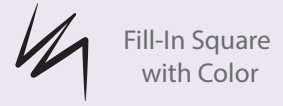
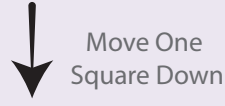
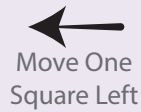


Image 1

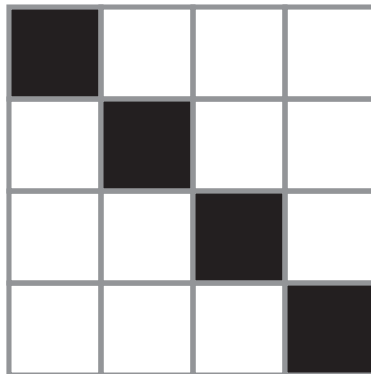


Image 2

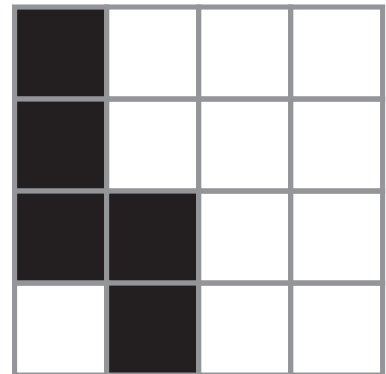


Image 3

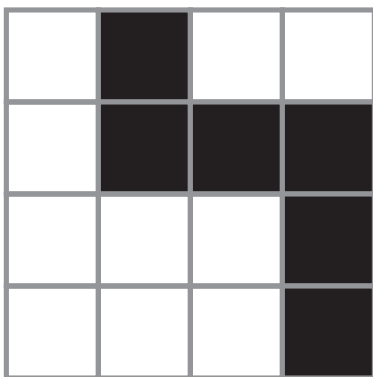


Image 4

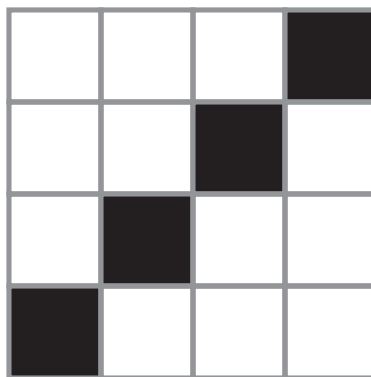


Image 5

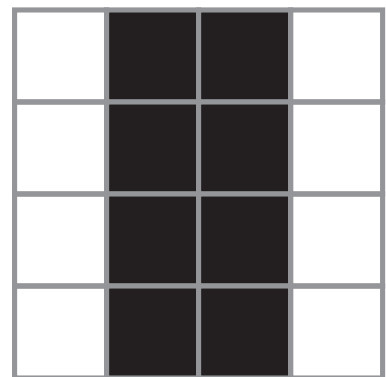


Image 6