

**IF**

**bump into a wall**

**THEN**

**turn around 180  
degrees and  
continue.**



**IF**

**bump into any  
object in the room**

**THEN**

**turn left and  
continue**



**IF**

**bump into  
another person**

**THEN**

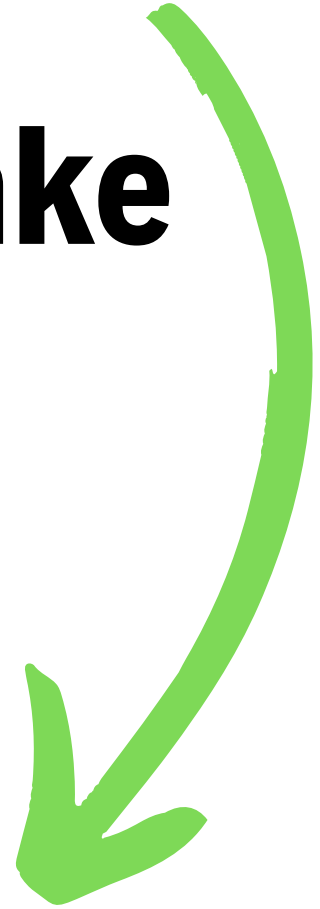


**turn left and  
continue**

**IF**

**make a mistake**

**THEN**



**Spin in circles  
(or sit down)  
until game is over**



# CHALLENGE

**Square Dance:  
Write code that  
will make  
players walk in  
a square.**

**HINT: Use the repeat tile**



# CHALLENGE

## Stairs:

**Write code that will make players walk in a staircase pattern (for at least 2 steps).**

**HINT: Use the repeat tile**



# CHALLENGE

**Write code that will get players back to where they started.**

**HINT: Assume they won't bump into anything.**



# **CHALLENGE**

**Use at least four  
direction steps  
with one repeat  
tile.**





# CHALLENGE

**Write code that will have two players start from different points and meet at the same point.**

**HINT: Write two lines of code for each player!**