

# Program a Path — Practice

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

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

**WORKED EXAMPLE** The robot faces up and makes a quarter turn right.  
It now faces to the right

**Q1 Which way now?**

A robot faces up and makes a quarter turn right. Which way does it face?

Answer: \_\_\_\_\_

**Q2 Half turn**

A robot faces up and makes a half turn. Which way does it face now?

Answer: \_\_\_\_\_

**Q3 Missing word**

Fill in the missing number:

After a \_\_\_\_\_ turn the robot faces the way it started.

**Q4 Two turns**

A robot makes two quarter turns the same way. How far has it turned?

Answer: \_\_\_\_\_

**Q5 Back to start**

How many quarter turns bring a robot back to facing the start way?

Answer: \_\_\_\_\_

**Q6 Write the steps**

Write steps to move a robot forward 3, then turn to face right.

Answer: \_\_\_\_\_

**Q7 Three-quarters**

A robot faces up and makes a three-quarter turn right. Which way now?

Answer: \_\_\_\_\_

**Q8 A good path**

What two things must every turn instruction include?

Answer: \_\_\_\_\_

**ENRICHMENT · OPTIONAL** Try these if you finish early.

**Q9 Fix the mistake**

Ivy turns the robot but keeps going the old way. What went wrong?

Answer: \_\_\_\_\_

**Q10 Explain it**

Why must you say which way the robot faces before it starts?

Answer: \_\_\_\_\_

**HOW DID I GO?** ☐ I've got it ☐ Getting there ☐ I need a hand