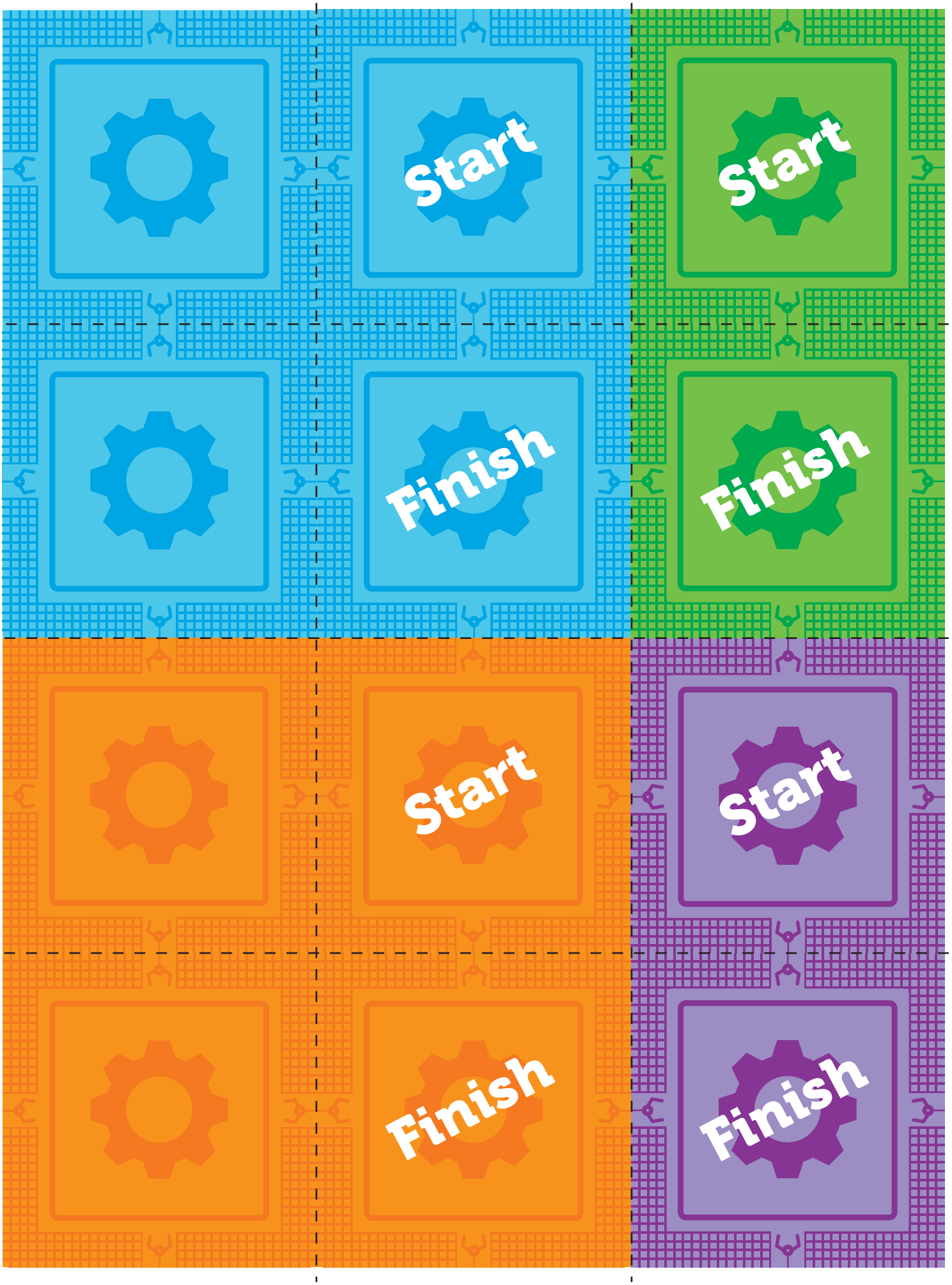
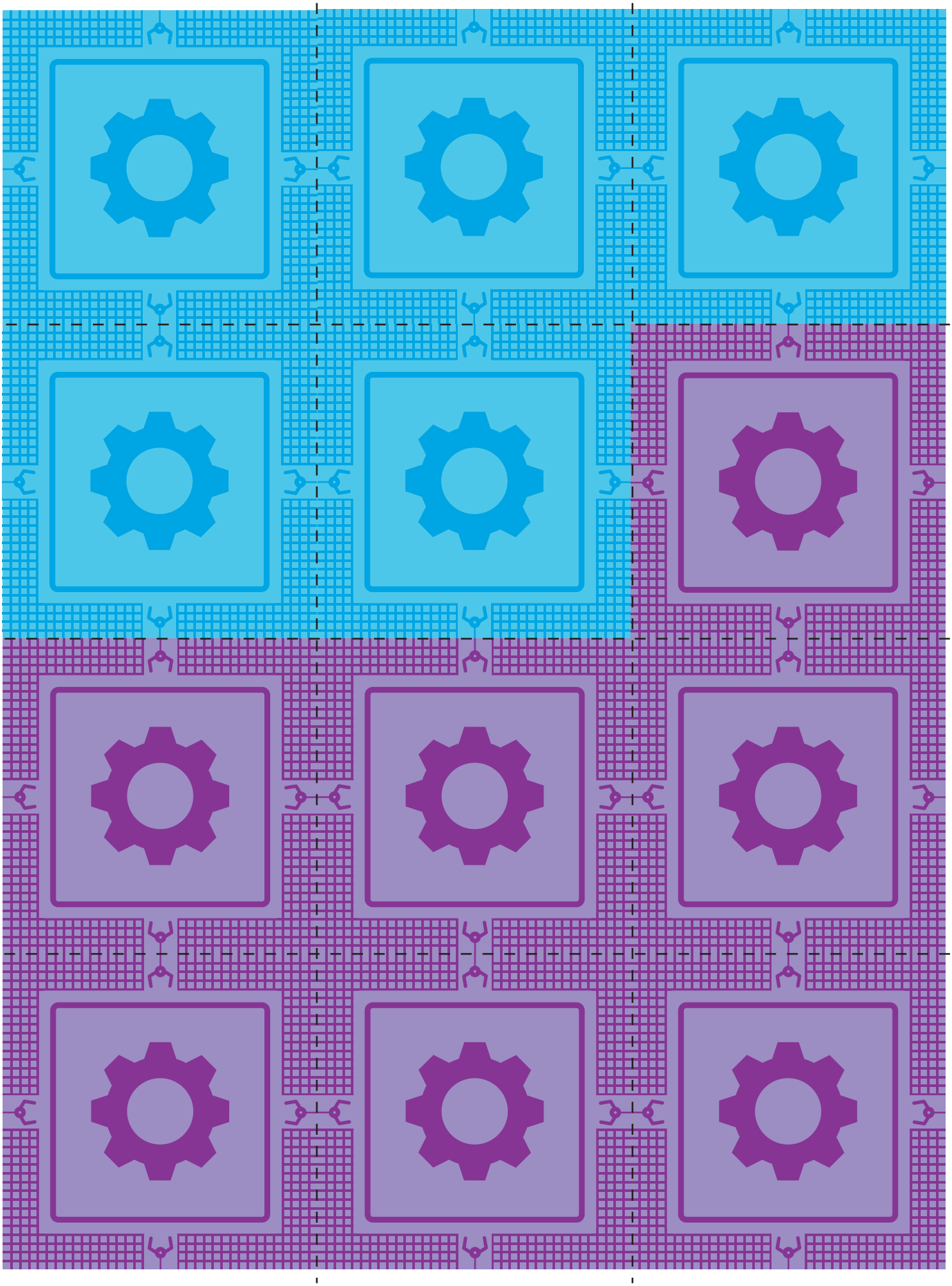
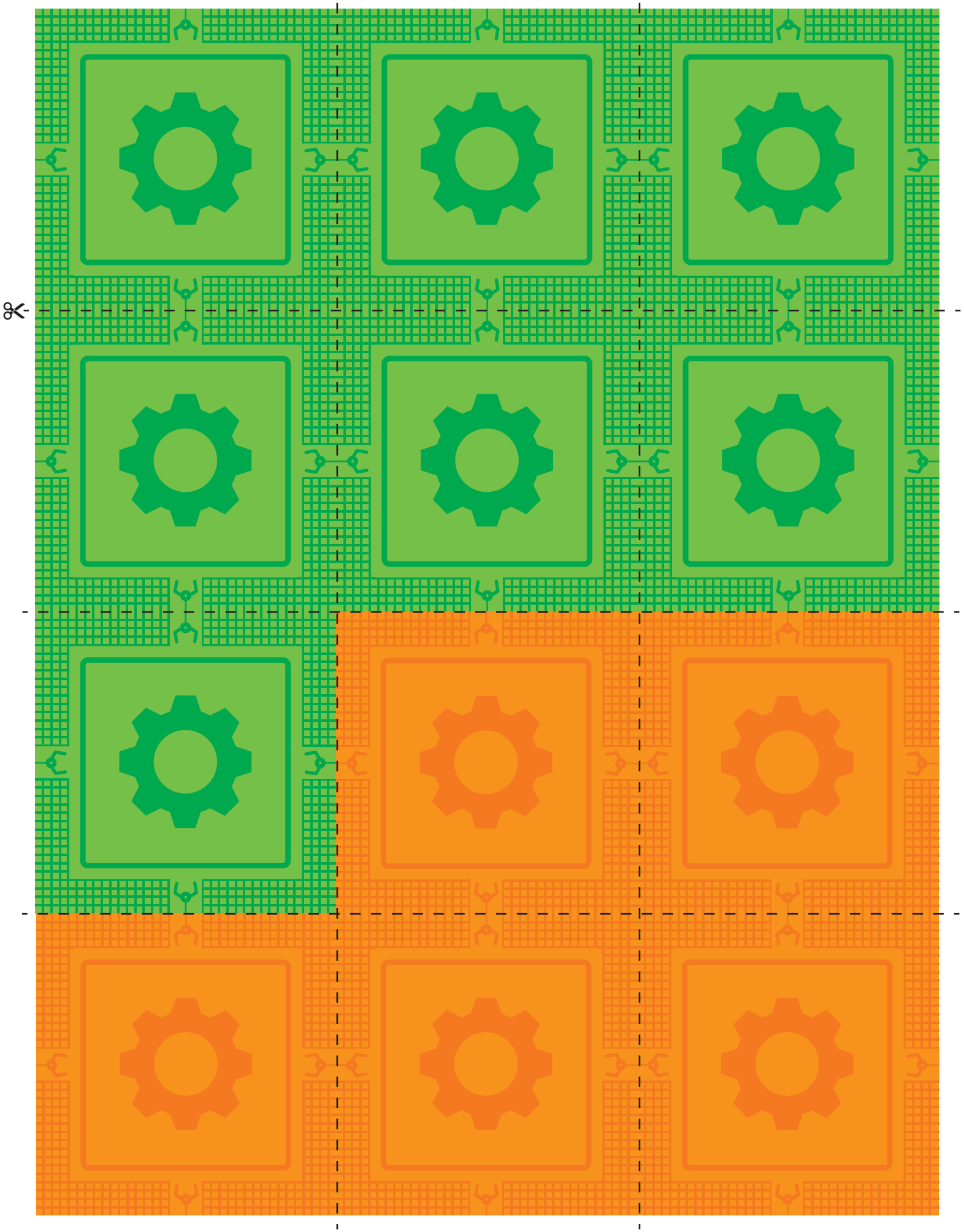
TRIM ALONG DOTTED LINES

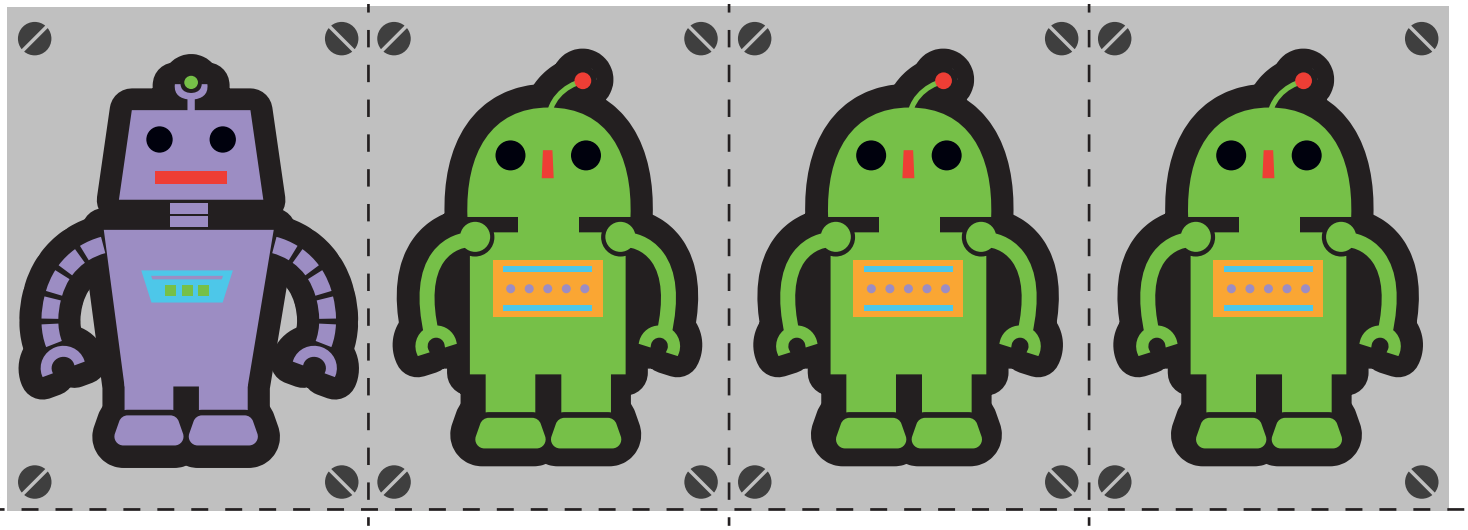


TRIM ALONG DOTTED LINES

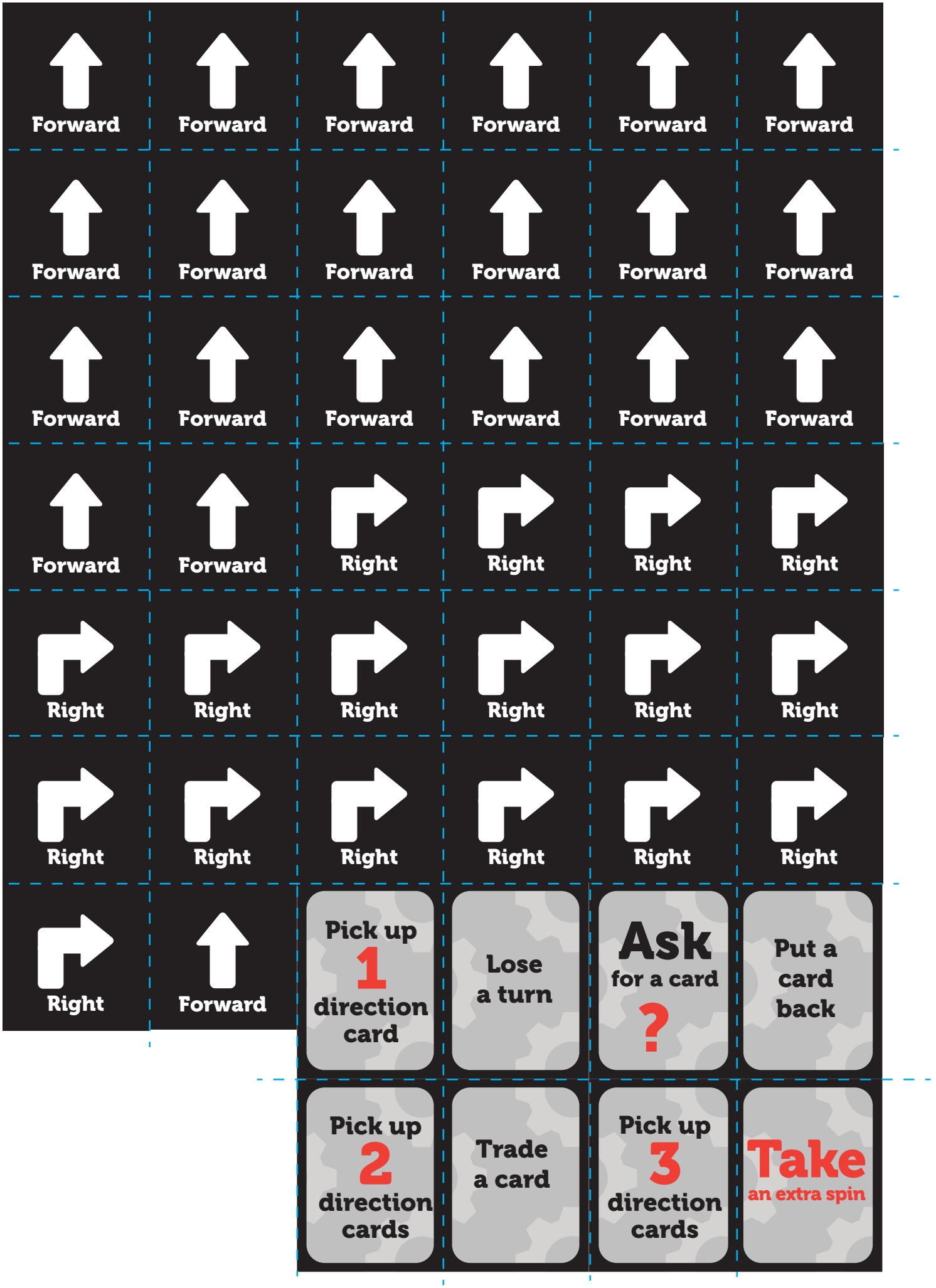


TRIM ALONG DOTTED LINES





Left	Left	Left	Left	Wild	Wild
Left	Left	Left	Left	Wild	Wild
Left	Left	Left	Left	Wild	Wild
Left	Left	Left	Left	Left	Wild
Forward	Forward	Forward	Forward	Forward	Forward
Forward	Forward	Forward	Forward	Forward	Forward


Forward
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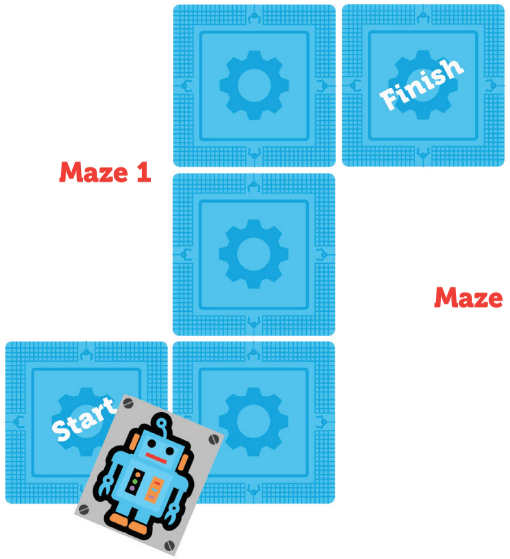
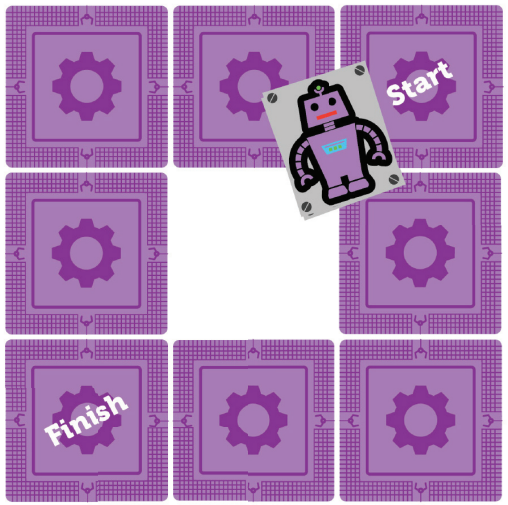
Forward
Pick up 1 direction card
Lose a turn
Ask for a card ?
Put a card back
Pick up 2 direction cards
Trade a card
Pick up 3 direction cards
Take an extra spin

Sample Mazes

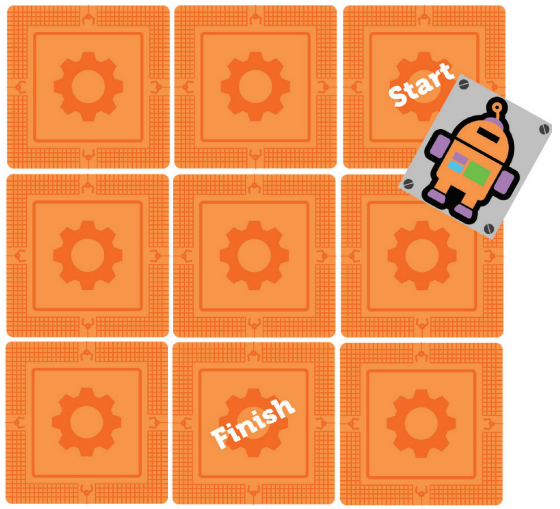
Maze 1



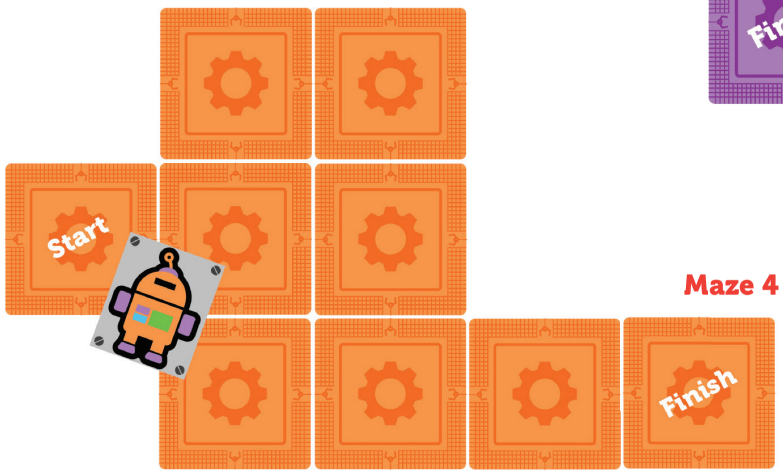
Maze 2



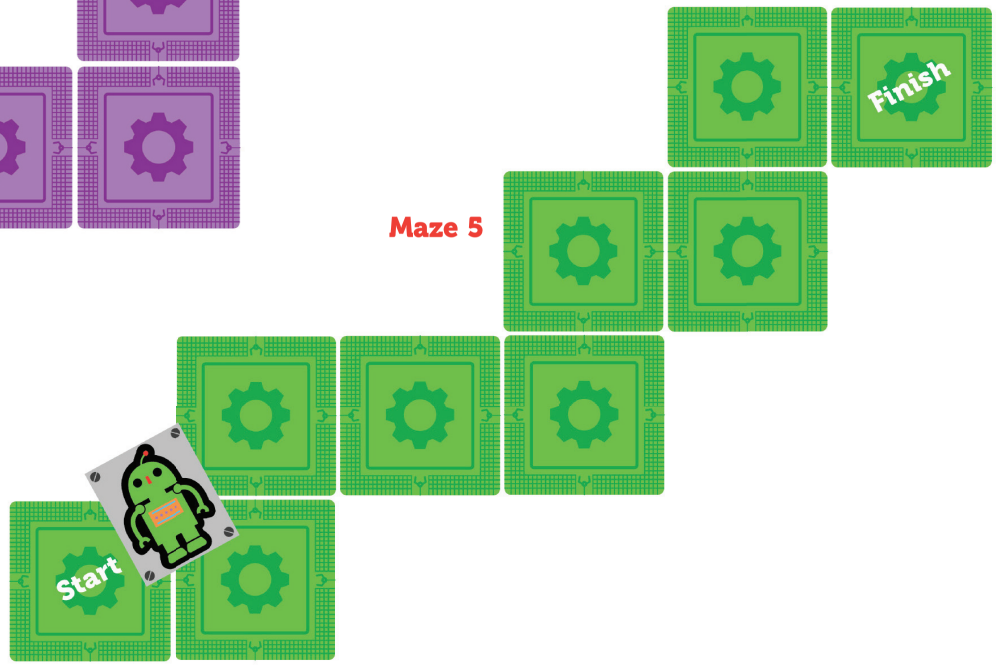
Maze 3



Maze 4



Maze 5



LSP 2835-AUS

Learning Resources®

ages 5+

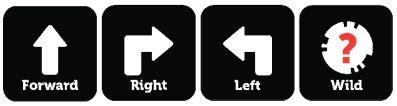
STEM

Let's Go Code!

Card Game

Includes:

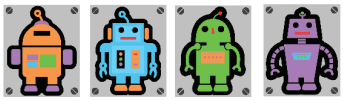
74 Direction cards



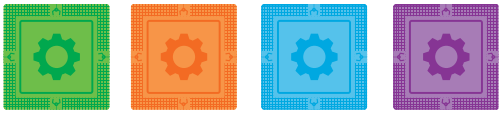
33 17 17 7

8 Move cards

4 Robot cards



36 Maze cards



9 9 9 9

Gameplay

How to get started:

1. Separate all the components.
2. Each player chooses a color and takes the game pieces in that color: 9 maze cards and one robot card.
3. Each player takes one direction card of the forward, right turn, and left turn.
4. Mix the balance of the direction cards with all the wild cards. Place the pile of cards face down in the center of the playing space. Put the move cards in a separate pile

Let's Play!

1. Choose a maze from the guide.
2. Each player lays out the maze cards to build the maze in front of them.
3. Get your robot ready for some coding! Place it at the start of the maze.
4. Look at your maze and think about the steps the robot needs to take to reach the finish.
5. The youngest player draws a card from the move pile and follows the directions on the card. If player draws an 'Ask for a card'- ask any player for a card. If the player does not have the card, pick from the pile.
6. As players collect cards, they begin placing them in the correct coding order in front of them. Player places the cards face down so no one can see their cards!
7. For beginners, as player collects the cards, place the direction cards directly on the maze.
8. If a 'wild card'

is picked, it can be used as needed to complete the maze.
9. Play continues to the left as players take turns spinning and collecting cards.
10. The first player to complete their code to reach the finish, shouts out "code complete!"
11. The player turns their cards right-side up to show the sequence of the steps and moves their robot, following the steps. If the player coded the steps correctly and the robot reaches the 'finish', they win!
12. If the code is not correct, play continues until another player completes their code.

If all direction cards have been used and no players have reached the finish, place unneeded cards back in the pile face down and continue play.

Single Player

Needs a timer*

1. It is all about the time! See how fast you can complete the maze.
2. Place all the direction cards in a pile in front of you.
3. Start with maze 1 and lay out the maze using the maze cards. Use all the colors if you like!
4. Get your robot ready for some coding! Place it at the start of the maze and start the timer.
5. Look at your maze and think about the steps the robot needs to take to reach the finish.
6. Choose the direction cards and place them in front of you in the correct sequence.
7. Stop the timer and move the robot, following the steps you laid out.
8. Track how long it takes you to complete the coding steps.
   How much time did it take?
   Did your robot reach the finish?
   If not, restart the timer and try again!
9. Keep a log of times and see if you can beat your previous time.
10. Choose another maze and start over.
11. For an additional challenge, create your own maze! Is there more than one way to reach the finish?