ACTIVITY WORKSHEET · AGES 5–10

Code a Path with Tariq

Practice Computational Thinking



TARIQ'S TIP

"It's like a recipe." Give your steps to someone else. Does the toy end up in the same place?

Name _____ Date _____

COMPUTATIONAL THINKING

You'll need: a small toy, a pencil and a grown-up helper.

1. Decompose

Pick a start and a finish in your room. Draw a map and mark them both.

My map

2. Find patterns

Do any moves repeat, like step, step, step?

A move that repeats: _____

3. Abstract

Keep only what the toy needs to know. Check the important things:

☐ how many steps ☐ which way to turn ☐ the color of the rug

4. Write an algorithm

Write one move in each box, in order. F = one step forward, R = turn right, L = turn left.

1	2	3	4	5	6	7	8	9	10

5. Test and debug

Read your moves out loud while your helper moves the toy. Fix any step that goes the wrong way.

The bug I fixed: _____

_____

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