Algorithms

Instructions:

Pair the students together. One student (Student A) is given an image with shaded blocks. The other student (Student B) is given the blank grid. Student B does not look at the image Student A is given. The students should follow the instructions below:

· Student A writes an algorithm that can be used to draw the image they are given with the programming language provided in the example below.

· Student A gives the algorithm to Student B.

· Student B uses the algorithm written by Student A to draw the image on the blank grid provided.

Programming Language:

When Student B interprets the programming language, their pencil should start on the square that says "Start Here." The programming language is outlined below:

Move the pencil one place up: Move the pencil one place to the right:

⬆   ➡

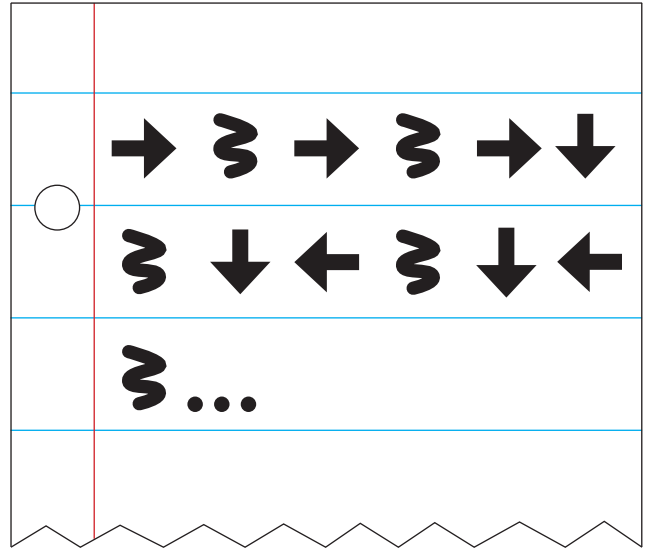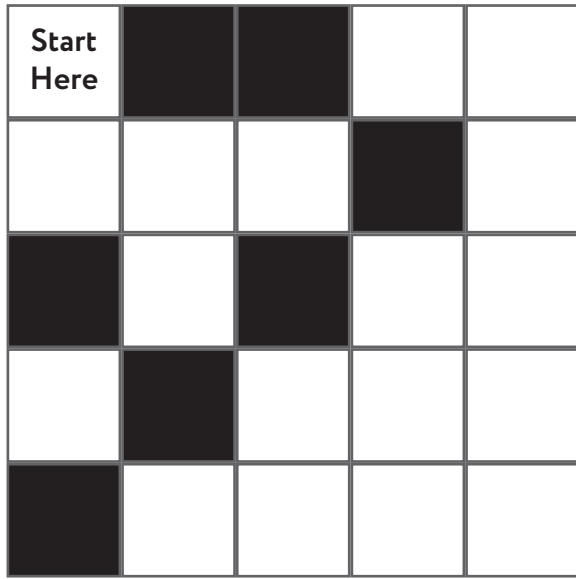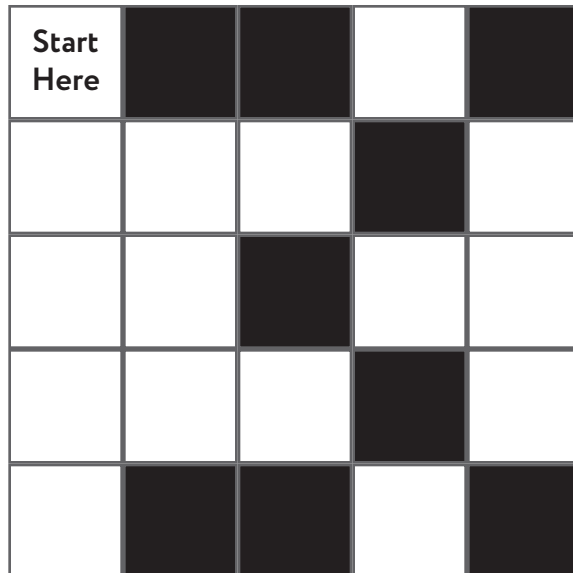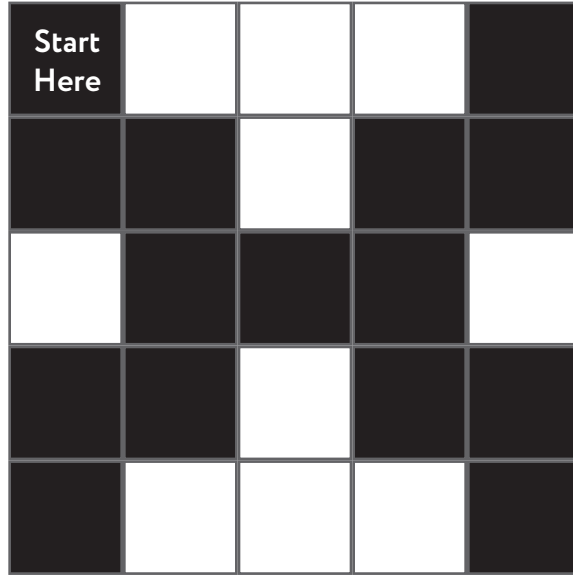Move the pencil one place down: Move the pencil one place to the left:

⬇   ⬅

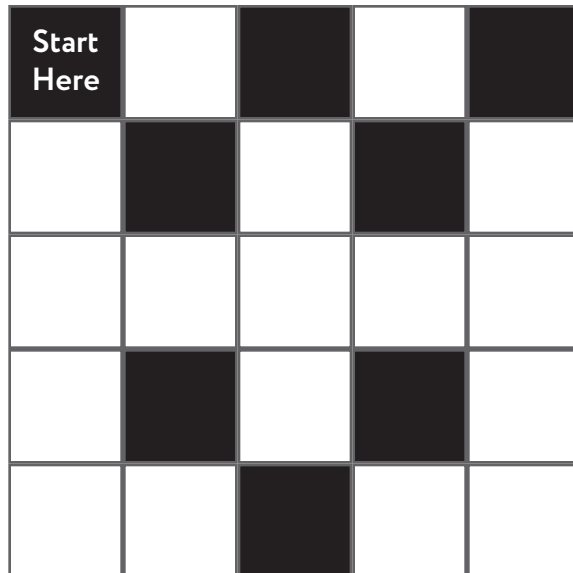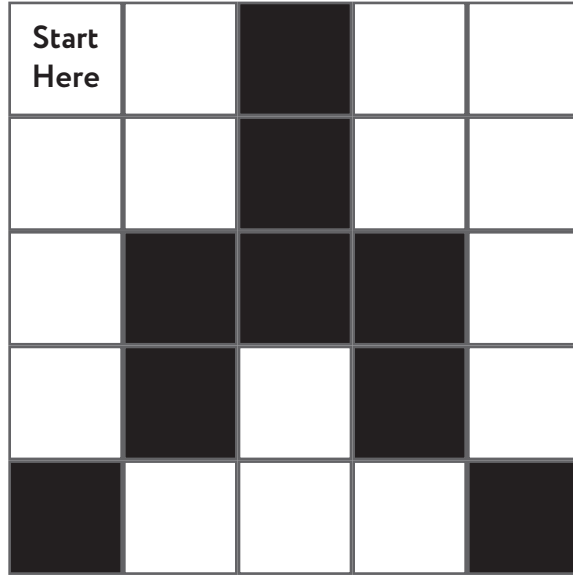Shade in the block where the pencil is currently located:

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Example:
The program is written and read as standard English is written and read: from left to right, one line at a time.

Start Here	■	■		
			■	
■		■		
	■			
■				

→ ⌇ → ⌇ → ↓
⌇ ↓ ← ⌇ ↓ ←
⌇ ...

Start Here

Start Here

![Grid maze puzzle 1]

Start Here		■		
		■		
	■	■	■	
	■		■	
■				■

Start Here		■		■
	■		■	
	■		■	
		■		

Start Here		■	■	■
		■		
		■		
		■		
■	■	■		

Start Here				■
		■	■	■
		■		
		■	■	■
				■

Start Here				

Start Here				