

Coding  
Critters™

# Coding Critters™

## Adventures with Hunter & Scout



Learning  
Resources®

# A Note to Parents

Thanks for purchasing this **Coding Critters** set!

Coding is often referred to as “the literacy of the 21st century.” The activities in this book will help reinforce the key building blocks of coding—skills like **SEQUENTIAL LOGIC, MATH** and **COUNTING, DEDUCTIVE REASONING,** and **COMPUTATIONAL THINKING**—as children play with their new Coding Critters friends!

Understanding the basics of coding can help your child think both creatively and logically, and apply these problem-solving skills throughout their school years and beyond!



**Coding Critters**



## Storytime Sequencing

A



**Hunter** wants to tell his friends what he did today. Help him tell his stories in the right order!

B



**SEQUENCING** is the basic building block of **CODING!**

C



Which sequence is in the correct order?

Which sequence shows a repeated step?

Which sequence is out of order?



# Storytime Debugging



Scout did so many fun things today! But sometimes, he mixes up his stories. Can you find the picture that doesn't belong in each of the three stories?

You can **DEBUG** a sequence by finding the wrong step!

What's wrong with story A?

What's wrong with story B?

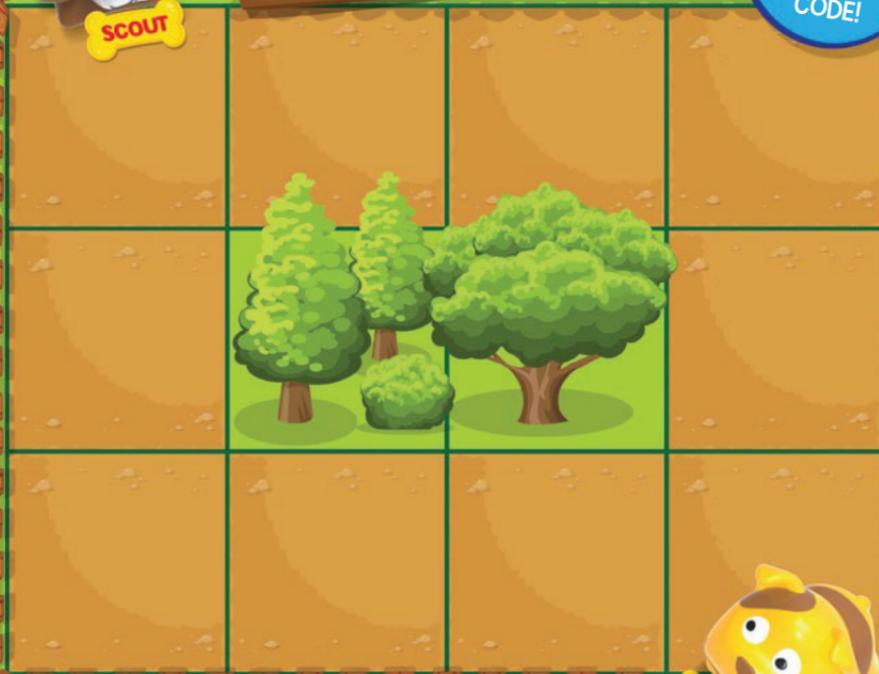
What's wrong with story C?



# Hide and Seek



Use the PAW PRINT CARDS to plan your CODE!



Scout and Hunter are playing hide and seek! Use the paw print cards to plan a path to help Scout find Hunter without running into any trees!

Now, can you CODE HUNTER to find SCOUT?

# CODING CORNERS



Scout and Hunter are having a picnic! Code them to pick up the treats in the following order:

You can use your PAW PRINT CARDS to plan your code!



- 1 First, code a path to the **RED** apple.
- 2 Then, code a path to the **BLUE** donut.
- 3 Finally, code a path to the **GREEN** grapes.




# GOING ON VACATION



Scout

Hunter

Scout and Hunter are going on vacation, and need to pack! Scout is going to the beach and Hunter is going camping. Can you choose the items each dog needs to bring? Some items may be needed on both vacations.

Which objects can go in the water?

Which things could be used on land?



# Pick a PATH



IF Scout takes the yellow path,  
**THEN** he will get to his doghouse.  
IF Scout takes the blue path,  
**THEN** he will get to his bone.

Which color path should Scout take to get to his bowl of food?

Which color path should I take to get my **Ball**?



# Treasure HUNT



Ahoy Matey!  
How many steps  
to get me to the  
GOLD CROWN?


Scout is going on a treasure hunt. He can only make 10 moves. Using your arrows, how many pieces of treasure can he collect?

Try using the PAW PRINT CARDS to plan your moves!

How many steps to the RED gem?

How many steps to the BLUE gem?



# PUPPY Pick-'Em-Up!

Hunter and Scout just made up a fun new game! Can you help them play? Place each pup in their starting spots, then take turns flipping a coin. Heads moves one, tails moves two. Each player takes 5 turns. How many bones can you collect? The puppy with the most bones wins!


# 3,2,1...JUMP

Scout needs help jumping over the puddle! Build him a ramp, then launch him safely to the other side!



Try building your ramp out of a stack of books!



Scout will travel differently depending on the **ANGLE** of the books and the **FORCE** of your launch. Try different combinations and see how far he'll go!

# PICNIC PARTY!

Scout and Hunter are on a picnic. Scout only likes vegetables and Hunter only likes fruits. Which foods would each dog like to eat?



Punch out the paw print cards to use with activities in this book!

