

Coding Critters™

Your first coding friends



© Learning Resources, Inc.



This is Ranger.
He's ready for play time adventures.

Let's get coding!
Ranger's favorite toy in the whole world is his big green ball.

Every morning, as soon as he wakes up, Ranger grabs his ball and starts his day by chasing it around the yard.

"Arf! Arf!"

Use FORWARD commands to code Ranger to find his ball!

Just as Ranger was about to bounce his ball again, he felt a rumble in his tummy.



Zip climbed to the top of the big slide.
"When I say go, you come and get me!"
said Zip. "Ready... steady... go!"



"Wheee!"



Can you code Ranger to meet Zip at the bottom of the slide?

"That was pupperrific!"
said Ranger.
"What's next?"

6



Zip wiggled his waggly tail. "I feel so silly right now! I think I feel a dance party coming on!"

"Let's boogie!" cried Ranger.



Turn on PLAY MODE and press the RIGHT TURN arrow to make Ranger dance!

"WooHoo!"

7



After a game of hide and seek, and a slide down the slide, and a surprise dance party, Zip let out a big puppy yawn.



"Yawn"

"I'm so sleepy!" Zip said.
"Ranger, can you carry me home?"



Use FORWARD and REVERSE commands to help Ranger bring Zip home.

8



"Thanks, Ranger," Zip said.
"Let's do this all again tomorrow!"
Ranger headed toward his house.

"Dum-de-dum
dum dum"



Use the coding arrows to help Ranger get back home.

9



When he got there, he saw his big green ball. "I have time for one more fetch before bed!" Ranger thought.



With a mighty hop, Ranger jumped onto the launcher. Whoosh! His ball went flying high and far!



Use the coding arrows to help Ranger fetch his ball.

10



Ranger tracked down his ball, grabbed it, and rolled it back toward the house. He ran after it, and felt the wind whooshing in his fur.



11



"What a great feeling!" he thought as he headed toward his house. "I could run like this forever!"



Can you code Ranger to run around his house?

Ranger came to a stop by his dog house, tired from the day's adventures.

12



As he settled in for a good night's sleep, he thought about all the fun he'd had with Zip.



Turn on PLAY MODE and press the LEFT TURN arrow to help Ranger go to sleep!



"I wonder what we'll do tomorrow," he thought, as he began dreaming of his next adventure.

13