THE UNRULY · CODE WITH SCOUT

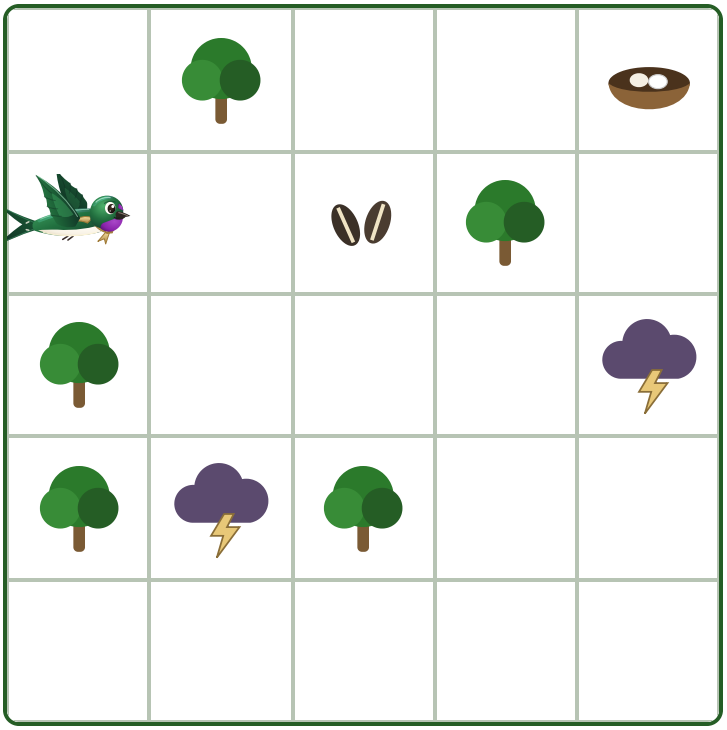
Be the Coder! Arrow-Card Coding

1. **Pick a maze.** Put a coin or toy on Scout to be the bird.
2. **Build a program.** Line up arrow cards from page 2, or draw arrows in the boxes.
3. **Run it!** A grown-up or friend reads each card. Move the bird one step per card.
4. **Debug.** Bumped a tree or a storm? Swap a card and try again!

Scout faces the way his beak points. **Turn** cards spin him in place; they don't move him. **Pick up** means grab the seed or mud on your square.

Maze A: Seed Snack

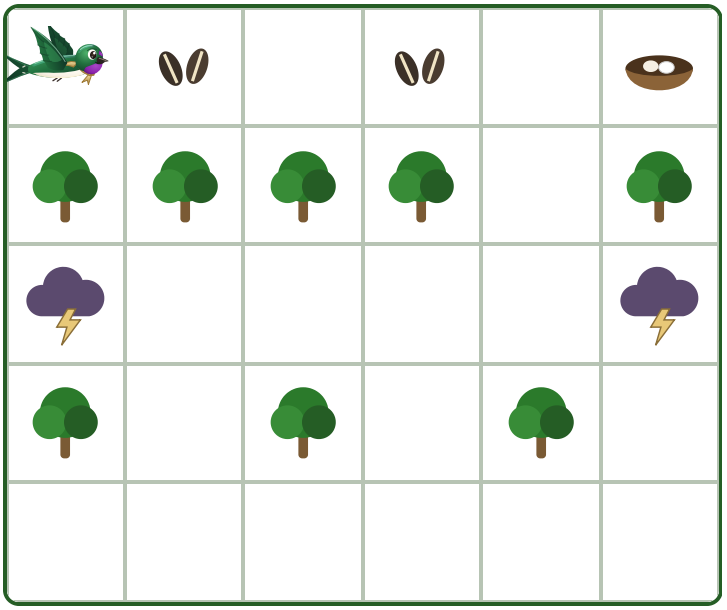
Pick up the seed, then fly to the nest.



My program:

Maze B: Loop It!

Grab both seeds and reach the nest. Can a **Repeat** card help?



My program:

CUT-OUT CODE CARDS

✂️ Cut along the dashed lines. Write a number on the Repeat cards. Put the cards you want repeated between **Repeat** and **End repeat**.

Fly forward	Fly forward	Fly forward	Fly forward	Fly forward	Fly forward
Fly forward	Fly forward	Turn left	Turn left	Turn left	Turn left
Turn right	Turn right	Turn right	Turn right	Pick up	Pick up
Pick up	Repeat ___ times	Repeat ___ times	End repeat	End repeat	Fly forward

Make your own maze

Draw Scout, a nest, seeds, trees, and storm clouds. Then trade with someone and code each other's maze!

seed mud tree storm nest