

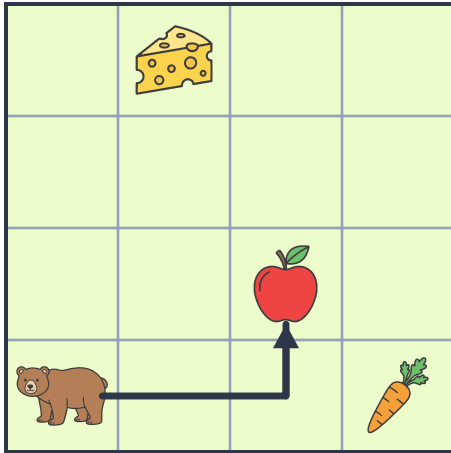
Arrow Code on a Grid

Follow the arrows. Draw the path. Circle the food it gets.

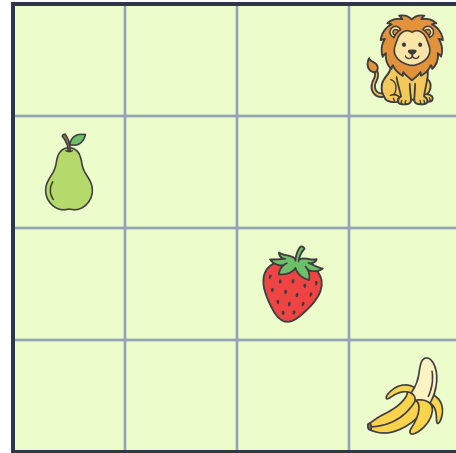
1.



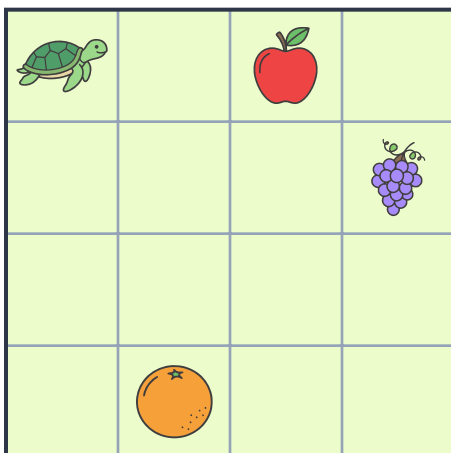
Example



2.



3.



4.

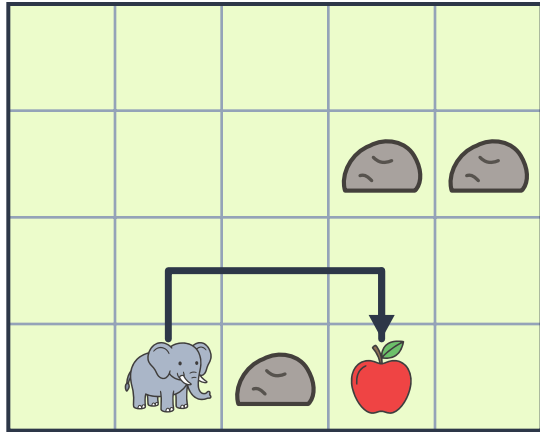


Arrow Code on a Grid

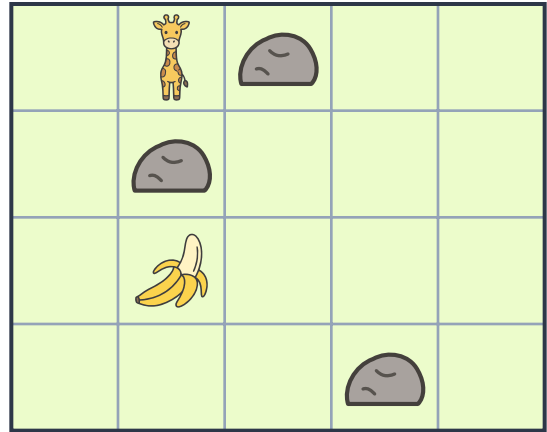
Write the arrows to get to the food. Go around the rocks.

1.

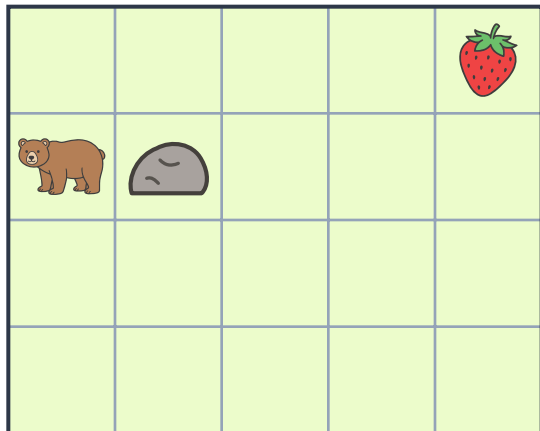
Example



2.



3.



4.

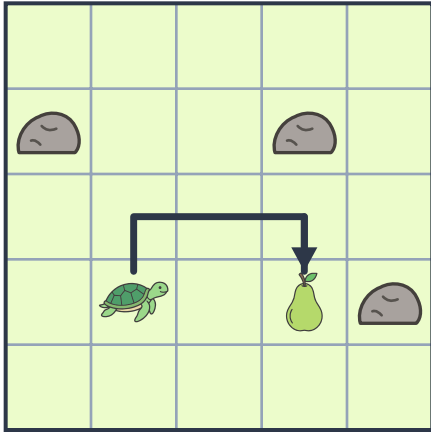


Arrow Code on a Grid

One arrow is wrong. Cross it out. Draw the right arrow under it.

1.

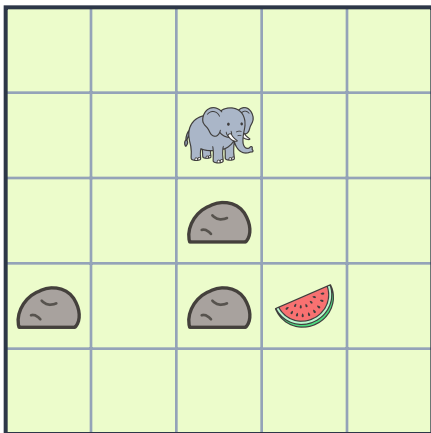
Example



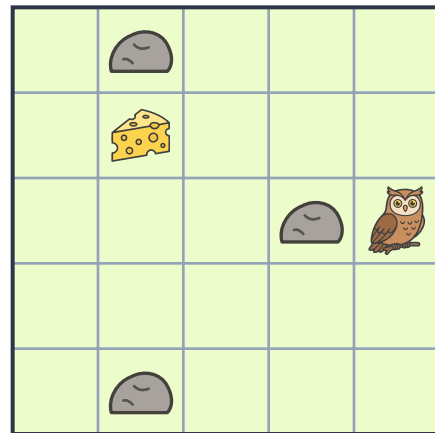
2.



3.



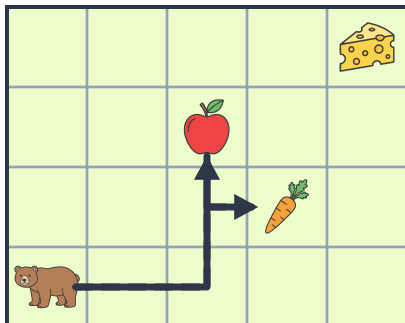
4.



Arrow Code on a Grid

Follow each code. Circle the food it gets.

1.

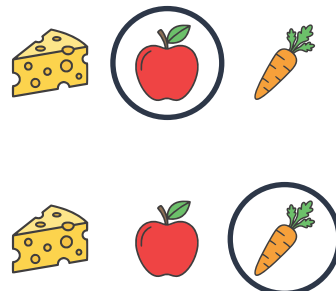


Code —

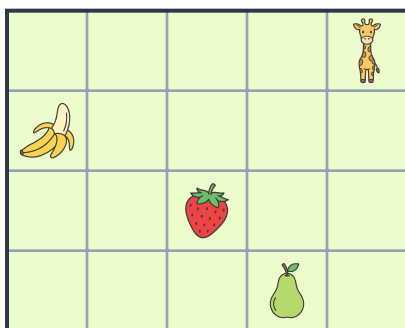
Example



New code - - - -



2.



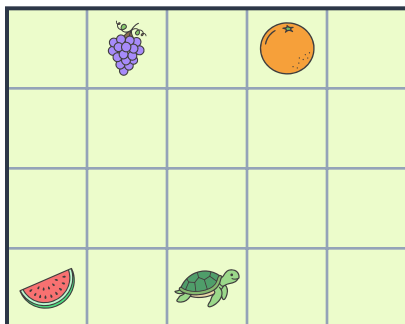
Code



New code



3.



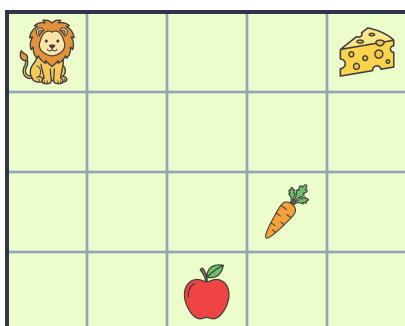
Code



New code



4.



Code



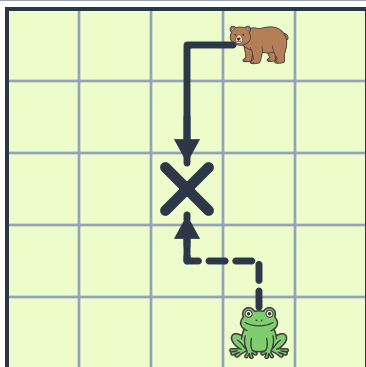
New code



Arrow Code on a Grid

Both animals move at the same time. Draw an X where they meet.

1.



Step

1

2

3

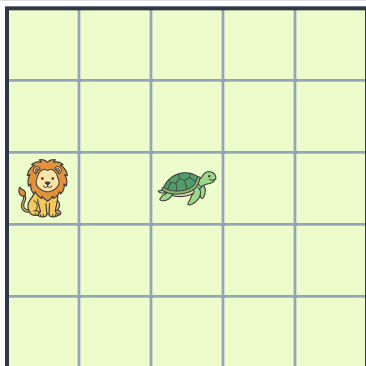
4

Example



They meet after step 3

2.



Step

1

2

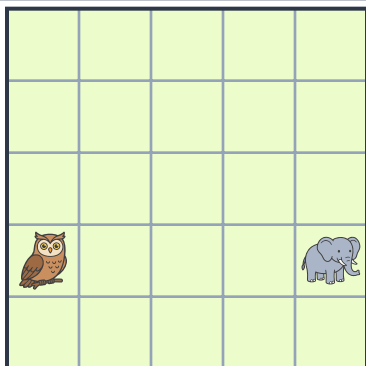
3

4



They meet after step _____

3.



Step

1

2

3

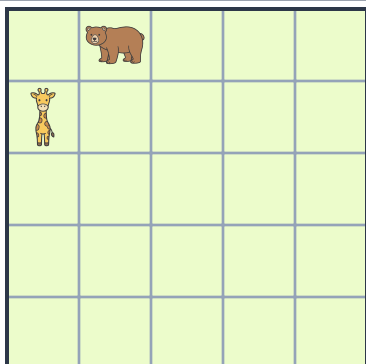
4

5



They meet after step _____

4.



Step

1

2

3

4

5



They meet after step _____

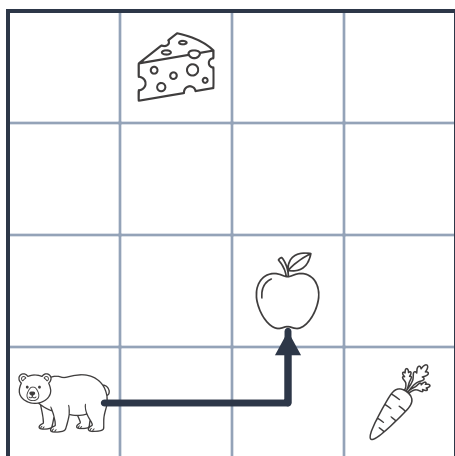
Arrow Code on a Grid

Follow the arrows. Draw the path. Circle the food it gets.

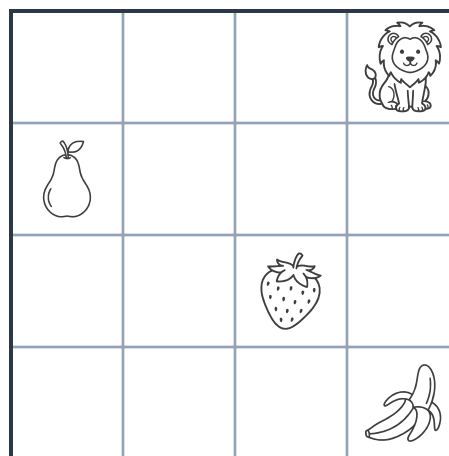
1.



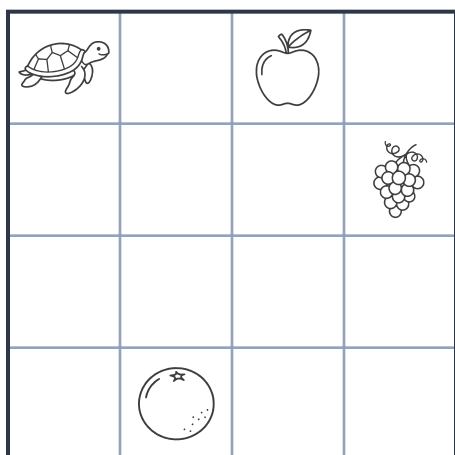
Example



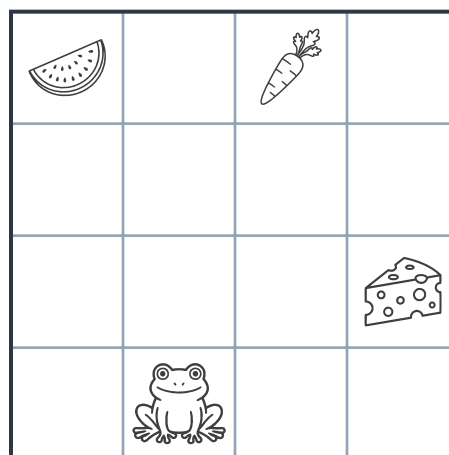
2.



3.



4.

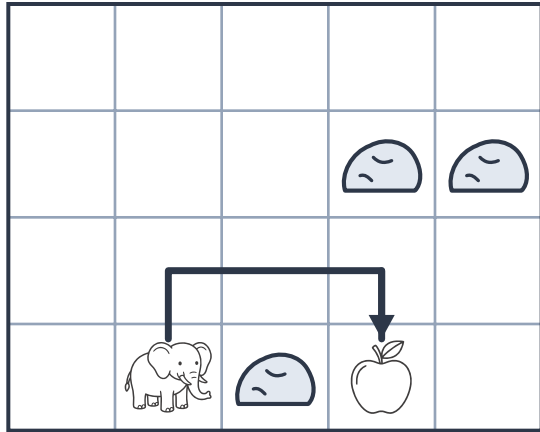


Arrow Code on a Grid

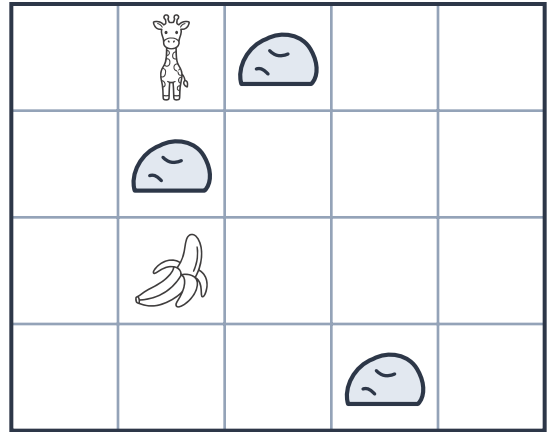
Write the arrows to get to the food. Go around the rocks.

1.

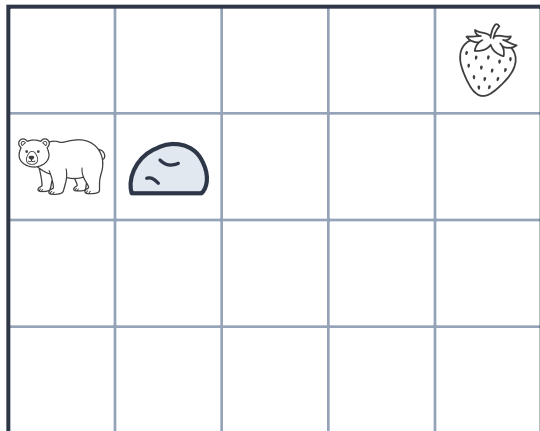
Example



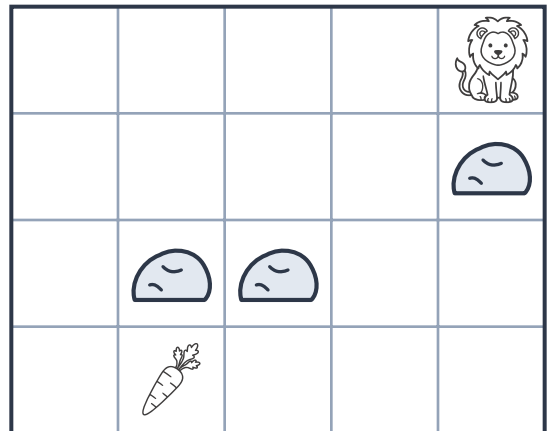
2.



3.



4.

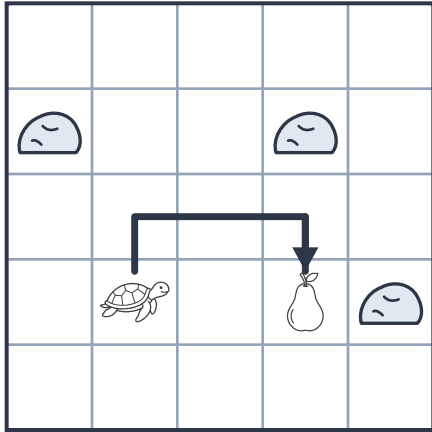


Arrow Code on a Grid

One arrow is wrong. Cross it out. Draw the right arrow under it.

1.

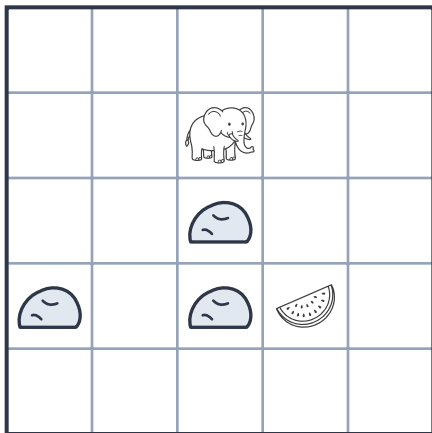
Example



2.



3.



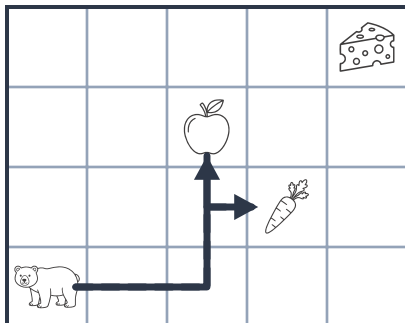
4.



Arrow Code on a Grid

Follow each code. Circle the food it gets.

1.

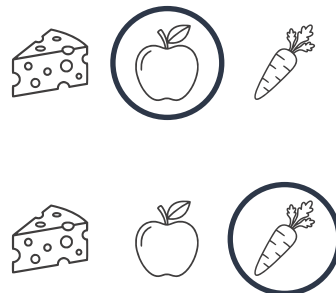


Code —

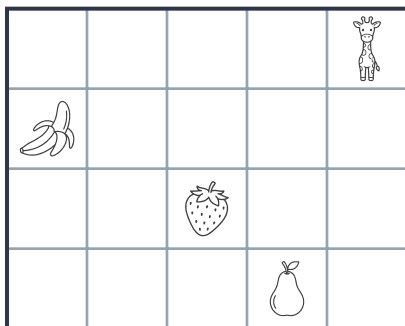
Example



New code - - - -



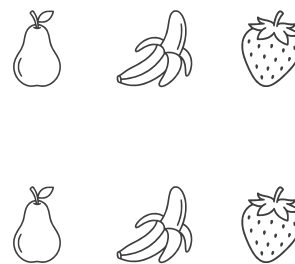
2.



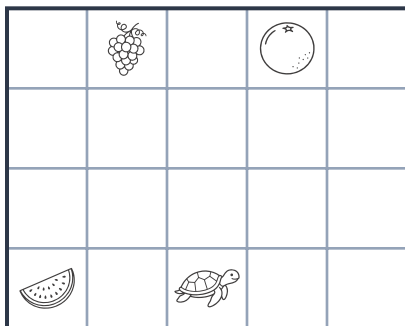
Code



New code



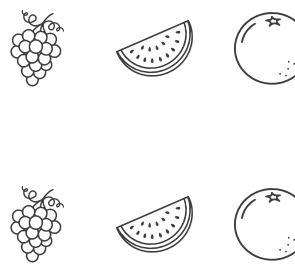
3.



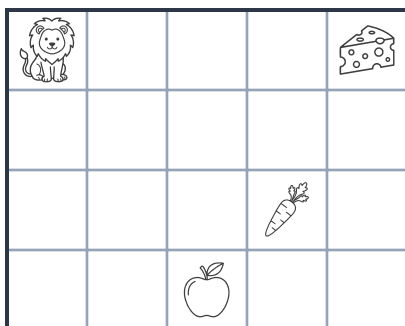
Code



New code



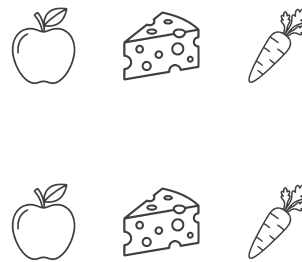
4.



Code



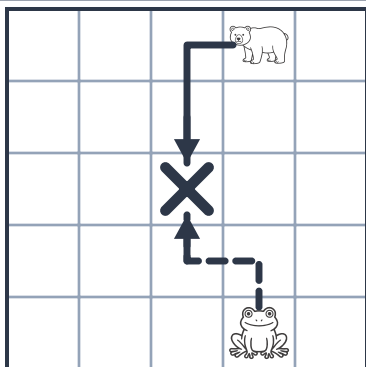
New code



Arrow Code on a Grid

Both animals move at the same time. Draw an X where they meet.

1.



Step

1

2

3

4

Example



They meet after step 3

2.



Step

1

2

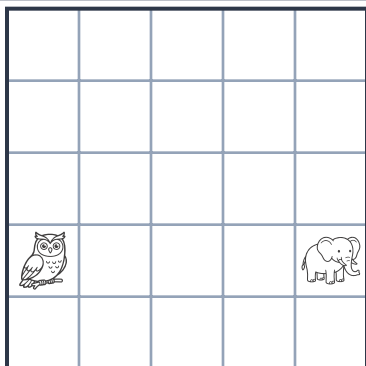
3

4



They meet after step _____

3.



Step

1

2

3

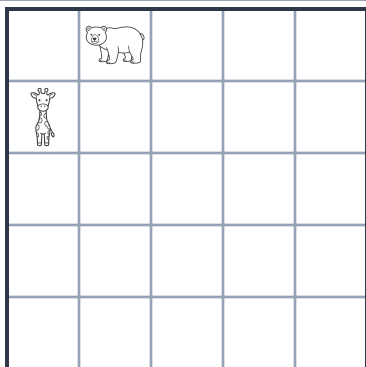
4

5



They meet after step _____

4.



Step

1

2

3

4

5



They meet after step _____

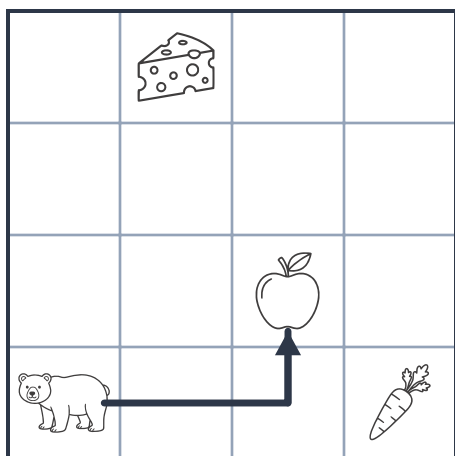
Arrow Code on a Grid

Follow the arrows. Draw the path. Circle the food it gets.

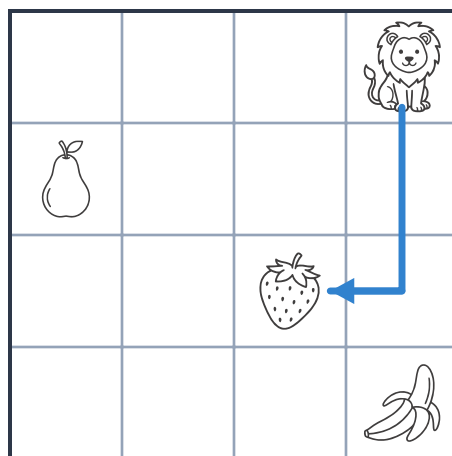
1.



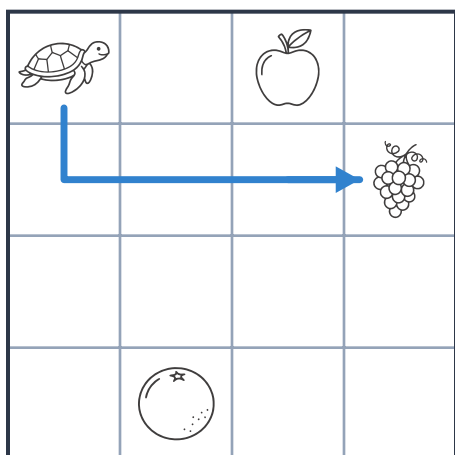
Example



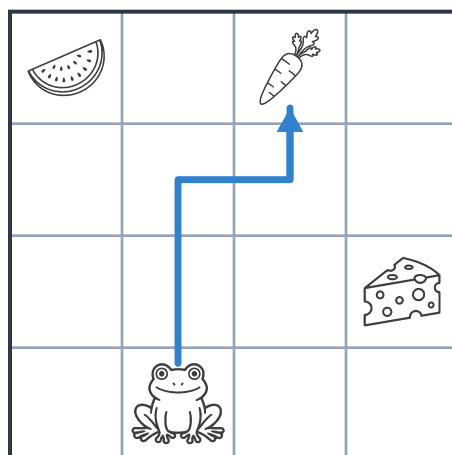
2.



3.



4.

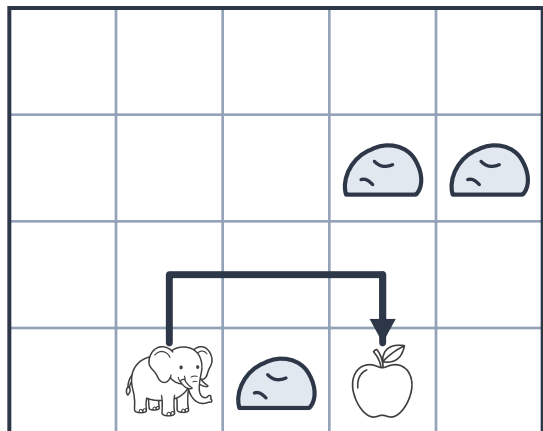


Arrow Code on a Grid

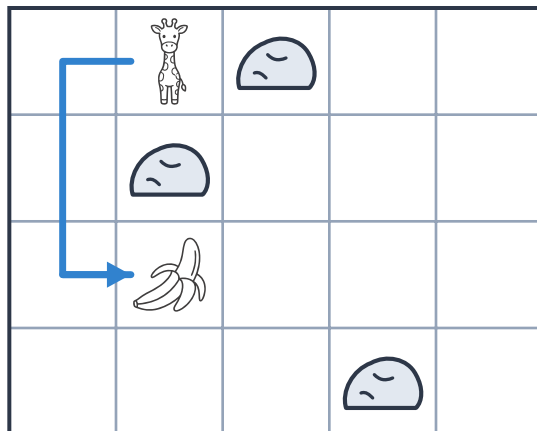
Write the arrows to get to the food. Go around the rocks.

1.

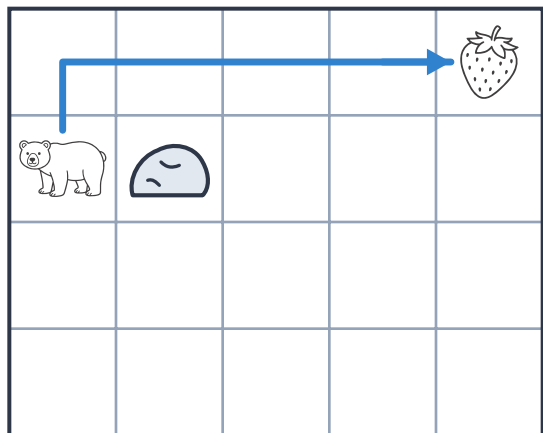
Example



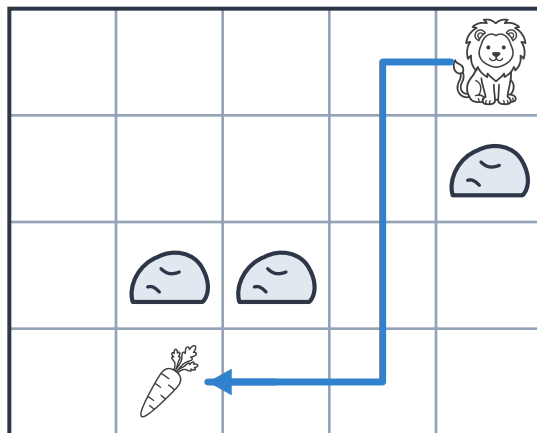
2.



3.



4.

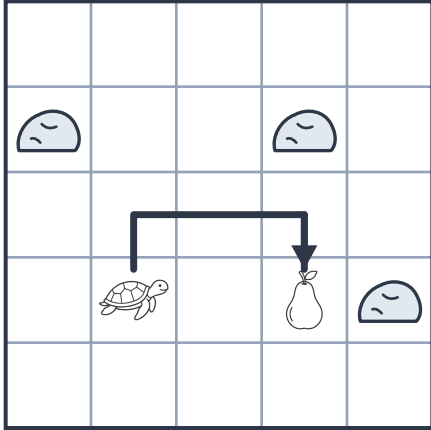


Arrow Code on a Grid

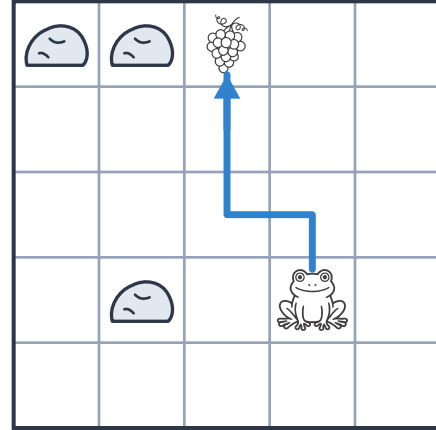
One arrow is wrong. Cross it out. Draw the right arrow under it.

1.

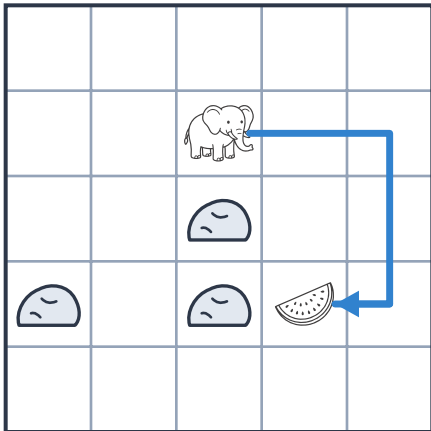
Example



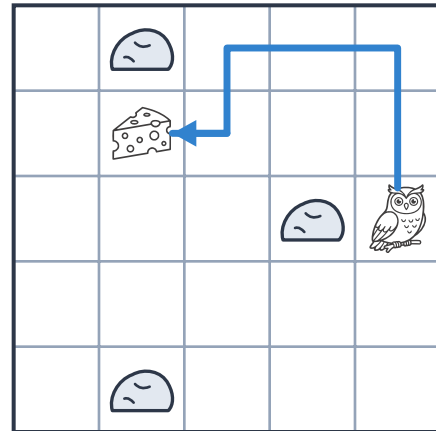
2.



3.



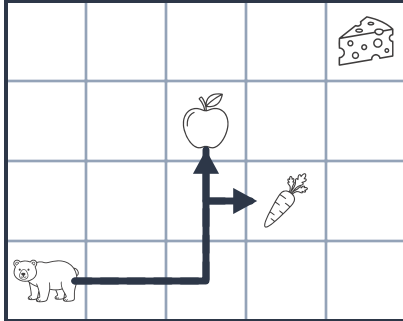
4.



Arrow Code on a Grid

Follow each code. Circle the food it gets.

1.

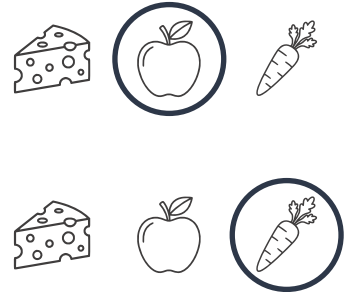


Code —

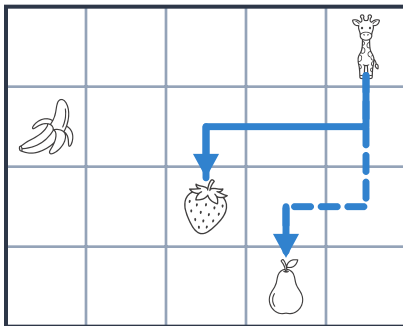
Example



New code - - - -



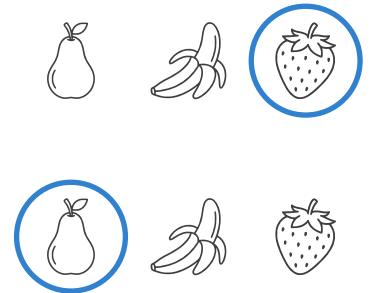
2.



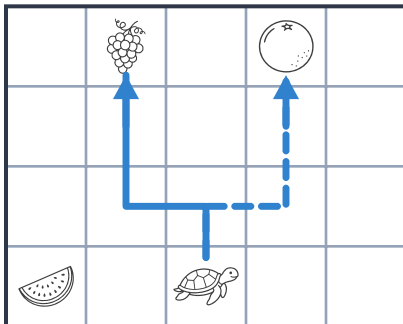
Code —



New code - - - -



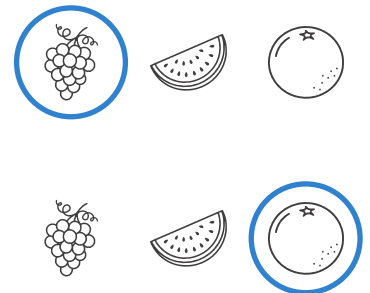
3.



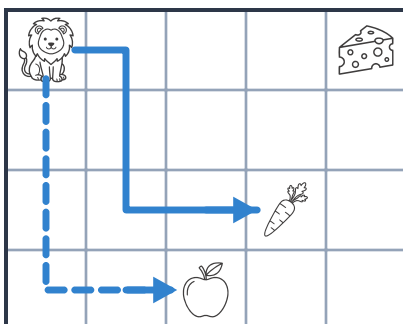
Code —



New code - - - -



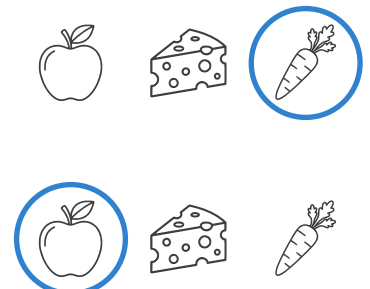
4.



Code —



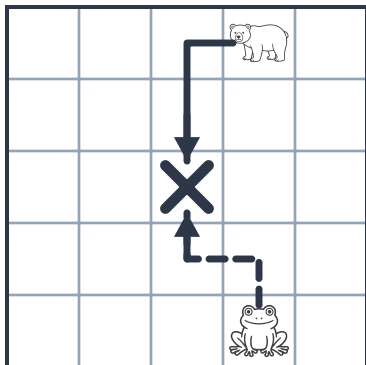
New code - - - -



Arrow Code on a Grid

Both animals move at the same time. Draw an X where they meet.

1.



Step

1

2

3

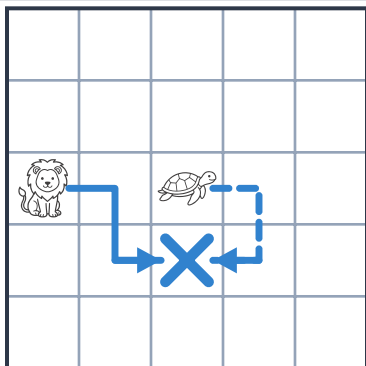
4

Example



They meet after step 3

2.



Step

1

2

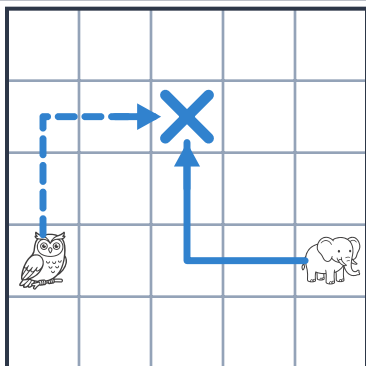
3

4



They meet after step 3

3.



Step

1

2

3

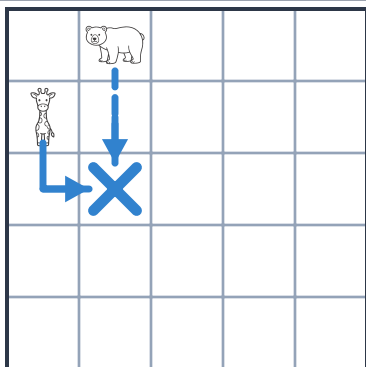
4

5



They meet after step 4

4.



Step

1

2

3

4

5



They meet after step 2