Name _____ Date _____

Winter Coding Level 2

Which way does the animal face after its turns? Circle it.

turn left **turn right** a quarter turn on the spot: the animal does not move

The arrow on the animal's square shows which way it is facing.

1. Example



turn right

start

Now it faces:

↑ **→** ↓ ←

2.



turn left

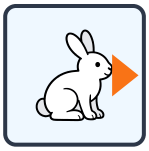
turn left

start

Now it faces:

↑ → ↓ ←

3.



turn left

turn left

start

Now it faces:

↑ → ↓ ←

4.



turn left

start

Now it faces:

↑ → ↓ ←

5.



turn right

turn left

turn right

start

Now it faces:

↑ → ↓ ←

6.



turn right

turn right

turn right

turn right

start

Now it faces:

↑ → ↓ ←

7. It faces up. How many turn right cards until it faces up again? _____

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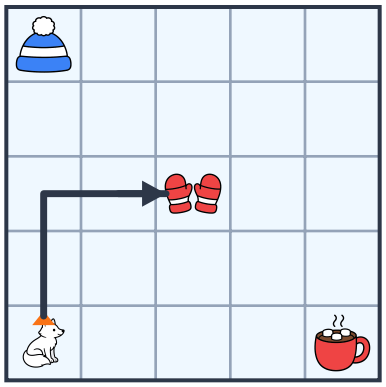
Name _____ Date _____

Winter Coding Level 2

Follow the code. Draw the path. Circle what the animal gets.

1. Example

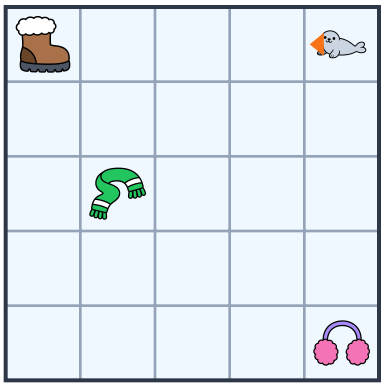
- forward 1
- forward 1
- turn right
- forward 1
- forward 1





2.

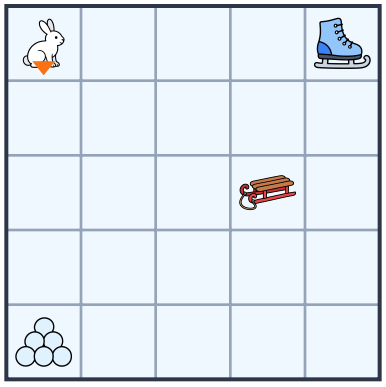
- forward 1
- turn left
- forward 1
- forward 1
- turn right
- forward 1
- forward 1





3.

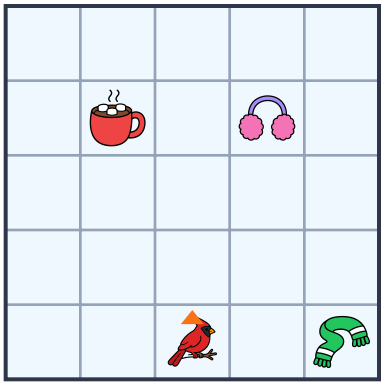
- forward 1
- forward 1
- turn left
- forward 1
- forward 1
- forward 1





4.

- forward 1
- turn right
- forward 1
- turn left
- forward 1
- forward 1





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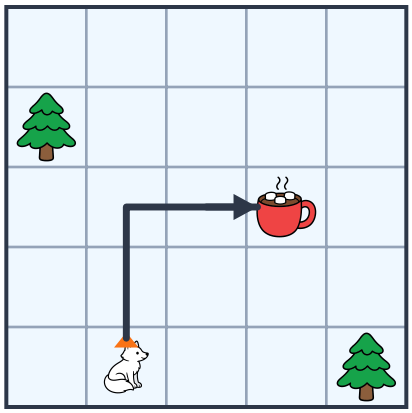
Name _____ Date _____

Winter Coding Level 2

Write the shortest code: F, L or R in each box.

forward 1 = F | turn left = L | turn right = R

1. Example

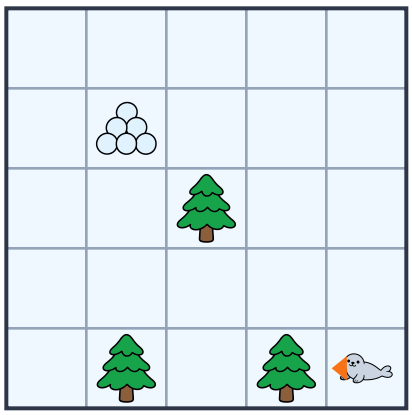


F F R F F

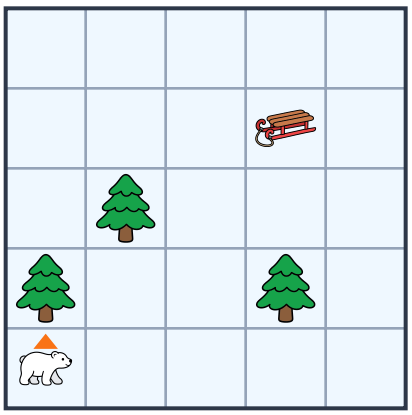
2.



3.



4.



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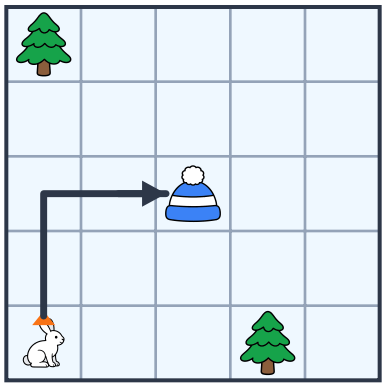
Name _____ Date _____

Winter Coding Level 2

One card is wrong. Cross it out. Write the right card.

1. Example

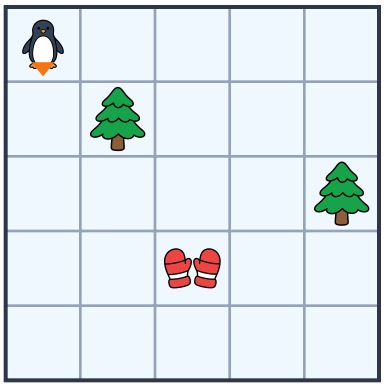
- forward 1
- forward 1
- ~~turn left~~
- forward 1
- forward 1



The right card: turn right

2.

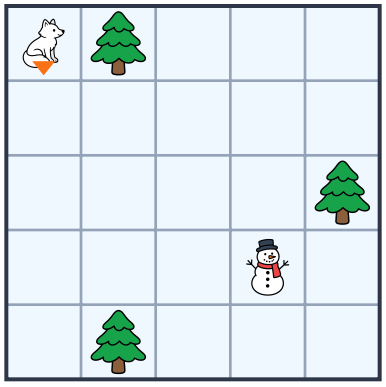
- forward 1
- forward 1
- forward 1
- turn right
- forward 1
- forward 1



The right card: _____

3.

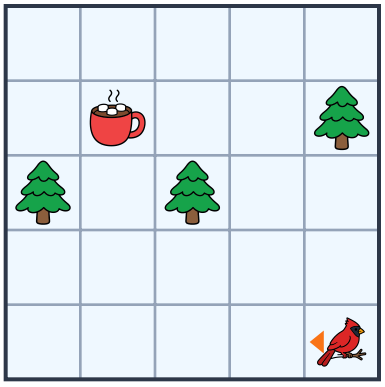
- forward 1
- forward 1
- turn left
- forward 1
- forward 1
- forward 1
- turn left
- forward 1



The right card: _____

4.

- forward 1
- forward 1
- forward 1
- turn right
- forward 1
- turn left
- forward 1



The right card: _____

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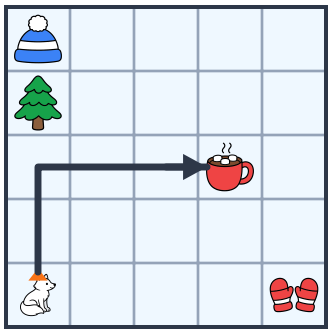
Name _____ Date _____

Winter Coding Level 2

Run the loop and its if-then. Circle what the animal gets.

1.

repeat 6 times
- **if a tree is ahead** → turn right
- **else** → forward 1



Example



2.

repeat 7 times
- **if a tree is ahead** → turn right
- **else** → forward 1





3.

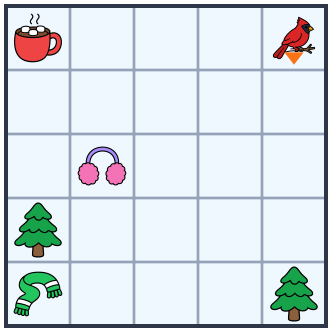
repeat 8 times
- **if a tree is ahead** → turn left
- **else** → forward 1





4.

repeat 9 times
- **if a tree is ahead** → turn right
- **else** → forward 1





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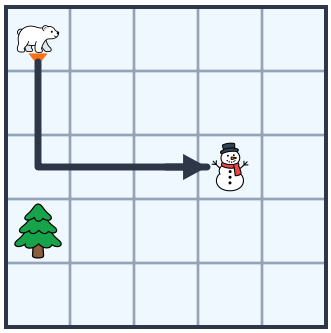
Name _____ Date _____

Winter Coding Level 2

Fill in the missing part, so the animal gets to the picture.

1.

repeat 6 times
- if a tree is ahead → turn left
- else → forward 1



Example

Get to the 

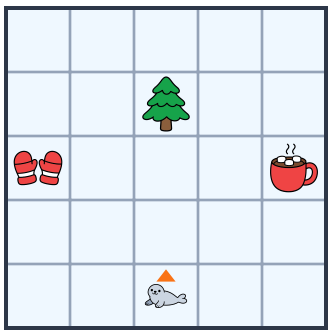
Circle one:

turn left

turn right

2.

repeat 5 times
- if a tree is ahead → ____
- else → forward 1



Get to the 

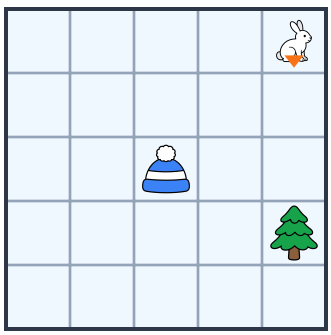
Circle one:

turn left

turn right

3.

repeat ____ times
- if a tree is ahead → turn right
- else → forward 1

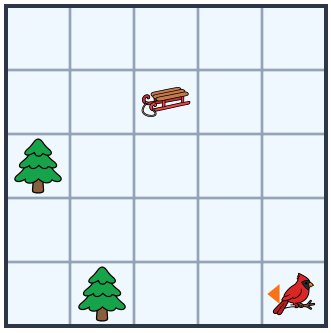


Get to the 

Fill in the box.

4.

repeat ____ times
- if a tree is ahead → turn right
- else → forward 1



Get to the 

Fill in the box.

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Name _____ Date _____

Winter Coding Level 2

Count the snowflakes it picks up. Circle what it gets.

It picks up a snowflake only when "if on a snowflake" runs on that square.

1.

repeat 6 times
- if a tree is ahead → turn left
- else → forward 1
- if on a snowflake → pick it up



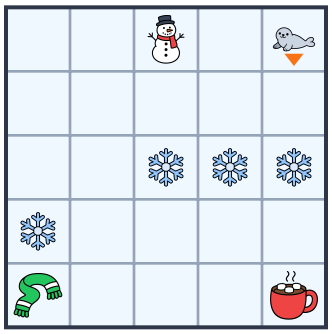
Example



Snowflakes 3

2.

repeat 3 times
- forward 1
- forward 1
- if on a snowflake → pick it up
- turn right





Snowflakes _____

3.

repeat 2 times
- repeat 3 times
  - forward 1
- if on a snowflake → pick it up
- turn left

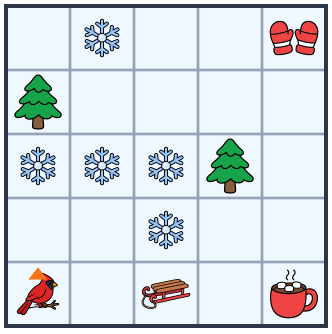




Snowflakes _____

4.

repeat 8 times
- if a tree is ahead → turn right
- else → forward 1
- if on a snowflake → pick it up





Snowflakes _____

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Name _____ Date _____

Winter Coding Level 2

Which way does the animal face after its turns? Circle it.

turn left **turn right** a quarter turn on the spot: the animal does not move

The arrow on the animal's square shows which way it is facing.

1. Example



turn right

start

Now it faces:

↑ **→** ↓ ←

2.



turn left

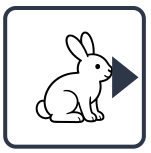
turn left

start

Now it faces:

↑ → ↓ ←

3.



turn left

turn left

start

Now it faces:

↑ → ↓ ←

4.



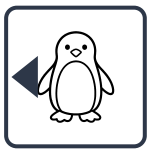
turn left

start

Now it faces:

↑ → ↓ ←

5.



turn right

turn left

turn right

start

Now it faces:

↑ → ↓ ←

6.



turn right

turn right

turn right

turn right

start

Now it faces:

↑ → ↓ ←

7. It faces up. How many turn right cards until it faces up again? _____

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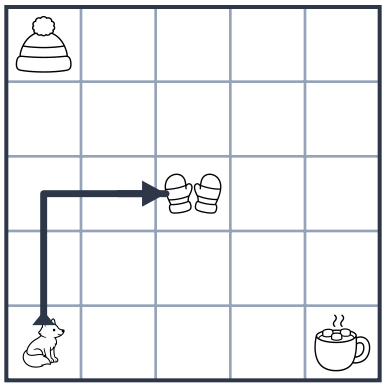
Name _____ Date _____

Winter Coding Level 2

Follow the code. Draw the path. Circle what the animal gets.

1. Example

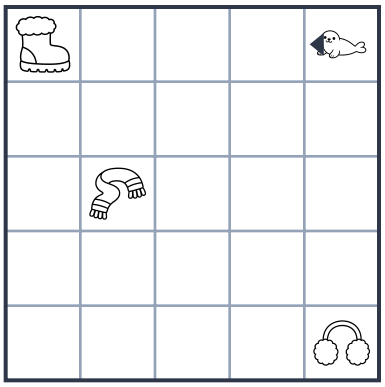
- forward 1
- forward 1
- turn right
- forward 1
- forward 1





2.

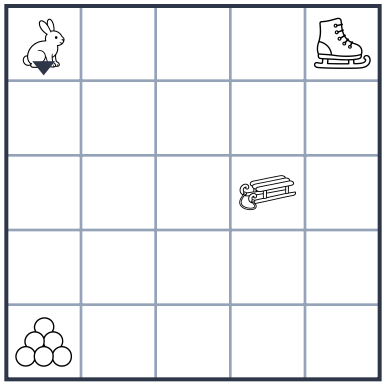
- forward 1
- turn left
- forward 1
- forward 1
- turn right
- forward 1
- forward 1





3.

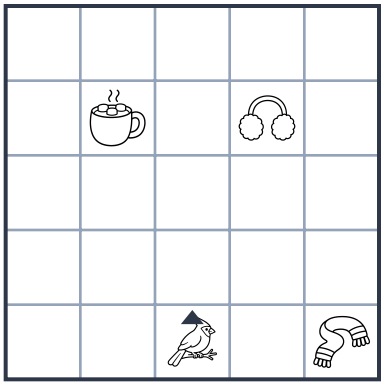
- forward 1
- forward 1
- turn left
- forward 1
- forward 1
- forward 1





4.

- forward 1
- turn right
- forward 1
- turn left
- forward 1
- forward 1





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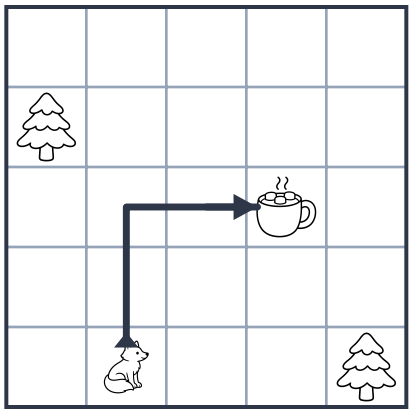
Name _____ Date _____

Winter Coding Level 2

Write the shortest code: F, L or R in each box.

forward 1 = F | turn left = L | turn right = R

1. Example



F F R F F

2.



3.



4.



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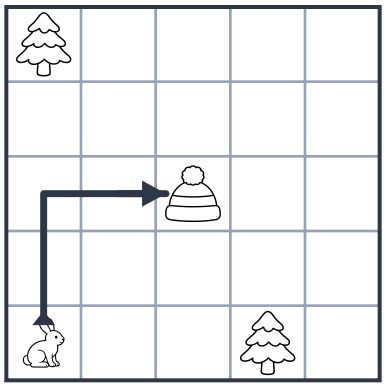
Name _____ Date _____

Winter Coding Level 2

One card is wrong. Cross it out. Write the right card.

1. Example

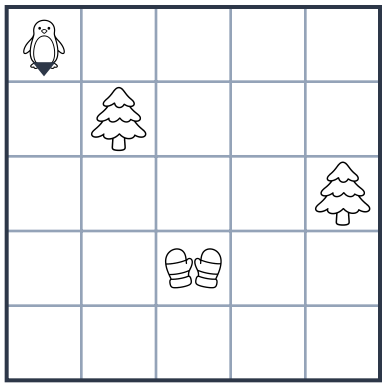
- forward 1
- forward 1
- ~~turn left~~
- forward 1
- forward 1



The right card: turn right

2.

- forward 1
- forward 1
- forward 1
- turn right
- forward 1
- forward 1



The right card: _____

3.

- forward 1
- forward 1
- turn left
- forward 1
- forward 1
- forward 1
- turn left
- forward 1



The right card: _____

4.

- forward 1
- forward 1
- forward 1
- turn right
- forward 1
- turn left
- forward 1



The right card: _____

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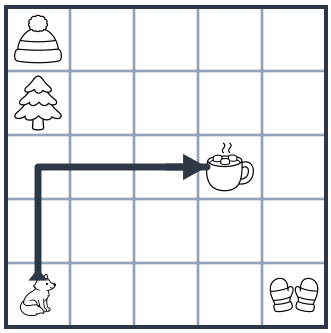
Name _____ Date _____

Winter Coding Level 2

Run the loop and its if-then. Circle what the animal gets.

1.

repeat 6 times
- if a tree is ahead → turn right
- else → forward 1

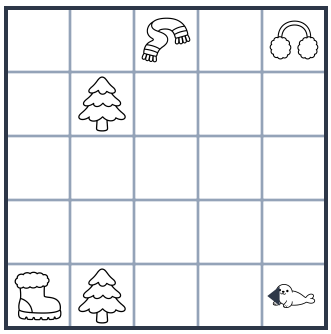


Example



2.

repeat 7 times
- if a tree is ahead → turn right
- else → forward 1





3.

repeat 8 times
- if a tree is ahead → turn left
- else → forward 1





4.

repeat 9 times
- if a tree is ahead → turn right
- else → forward 1





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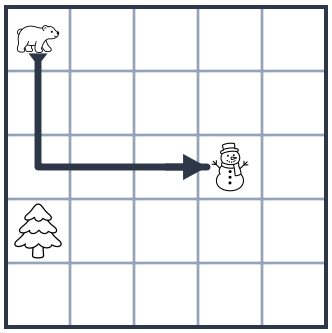
Name _____ Date _____

Winter Coding Level 2

Fill in the missing part, so the animal gets to the picture.

1.

repeat 6 times
- if a tree is ahead → turn left
- else → forward 1



Example

Get to the 

Circle one:

turn left

turn right

2.

repeat 5 times
- if a tree is ahead → ____
- else → forward 1



Get to the 

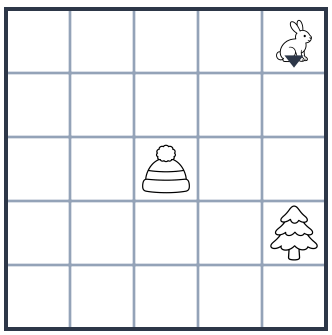
Circle one:

turn left

turn right

3.

repeat ____ times
- if a tree is ahead → turn right
- else → forward 1



Get to the 

Fill in the box.

4.

repeat ____ times
- if a tree is ahead → turn right
- else → forward 1



Get to the 

Fill in the box.

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Name _____ Date _____

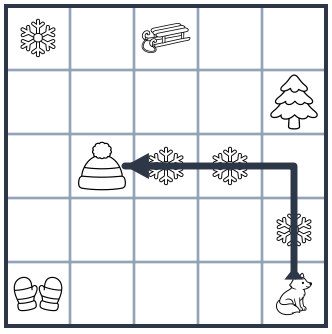
Winter Coding Level 2

Count the snowflakes it picks up. Circle what it gets.

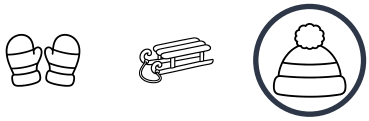
It picks up a snowflake only when "if on a snowflake" runs on that square.

1.

repeat 6 times
- if a tree is ahead → turn left
- else → forward 1
- if on a snowflake → pick it up



Example



Snowflakes 3

2.

repeat 3 times
- forward 1
- forward 1
- if on a snowflake → pick it up
- turn right





Snowflakes _____

3.

repeat 2 times
- repeat 3 times
  - forward 1
- if on a snowflake → pick it up
- turn left





Snowflakes _____

4.

repeat 8 times
- if a tree is ahead → turn right
- else → forward 1
- if on a snowflake → pick it up





Snowflakes _____

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Winter Coding Level 2

Which way does the animal face after its turns? Circle it.

turn left **turn right** a quarter turn on the spot: the animal does not move

The arrow on the animal's square shows which way it is facing.

1. Example



turn right

start

Now it faces:



2.



turn left

turn left

start

Now it faces:



3.



turn left

turn left

start

Now it faces:



4.



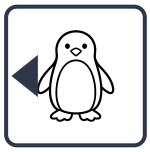
turn left

start

Now it faces:



5.



turn right

turn left

turn right

start

Now it faces:



6.



turn right

turn right

turn right

turn right

start

Now it faces:



7. It faces up. How many turn right cards until it faces up again? **4**

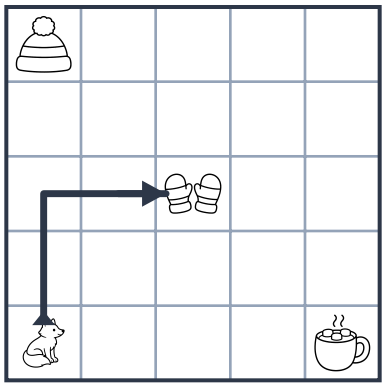
© 2026 Eggroll Games

Winter Coding Level 2

Follow the code. Draw the path. Circle what the animal gets.

1. Example

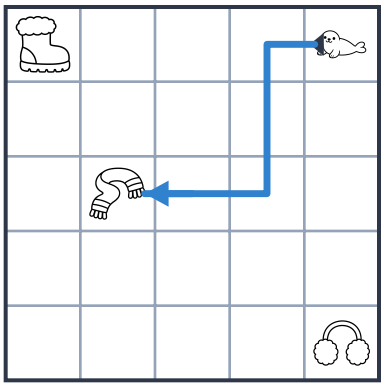
- forward 1
- forward 1
- turn right
- forward 1
- forward 1





2.

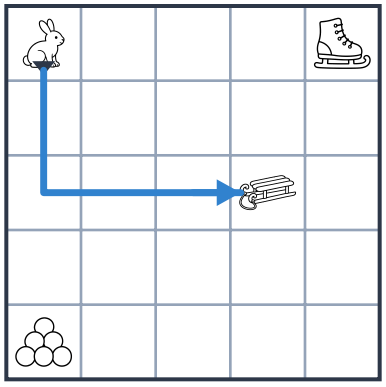
- forward 1
- turn left
- forward 1
- forward 1
- turn right
- forward 1
- forward 1





3.

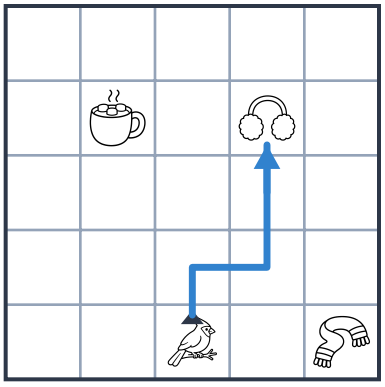
- forward 1
- forward 1
- turn left
- forward 1
- forward 1
- forward 1





4.

- forward 1
- turn right
- forward 1
- turn left
- forward 1
- forward 1





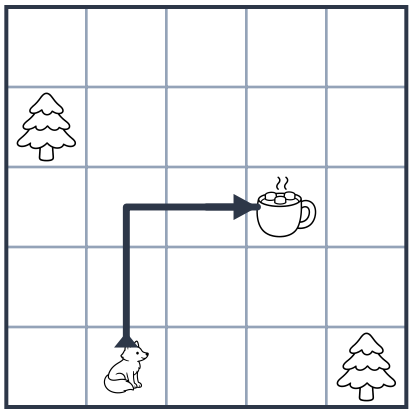
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Winter Coding Level 2

Write the shortest code: F, L or R in each box.

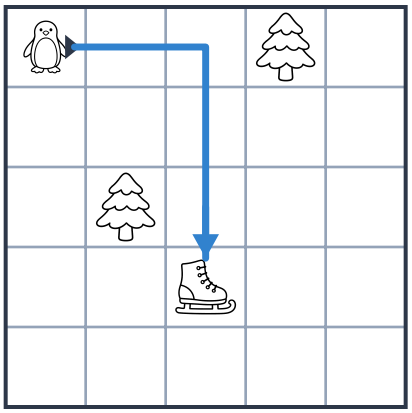
forward 1 = F | turn left = L | turn right = R

1. Example



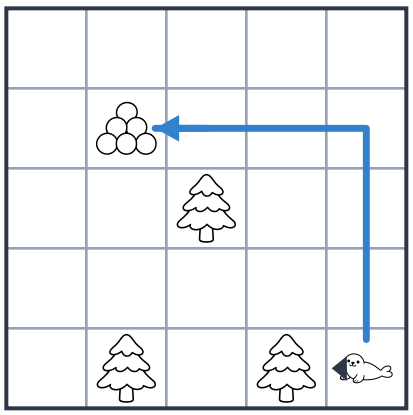
F F R F F

2.



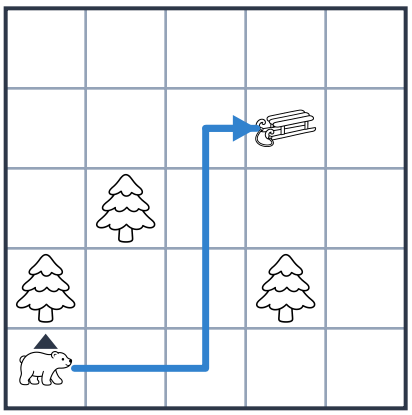
F F R F F F

3.



R F F F L F F F

4.



R F F L F F F R F

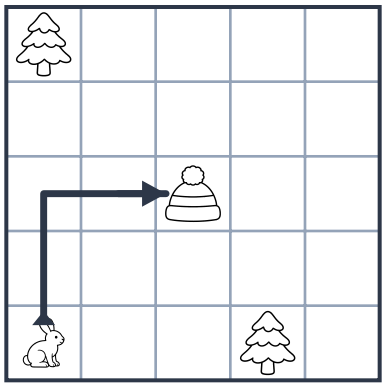
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Winter Coding Level 2

One card is wrong. Cross it out. Write the right card.

1. Example

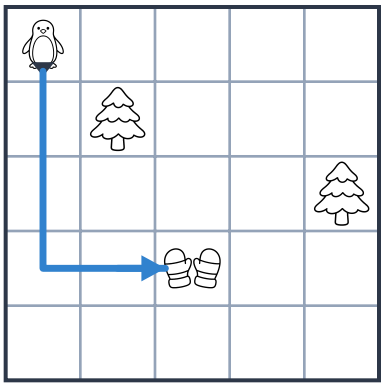
- forward 1
- forward 1
- ~~turn left~~
- forward 1
- forward 1



The right card: turn right

2.

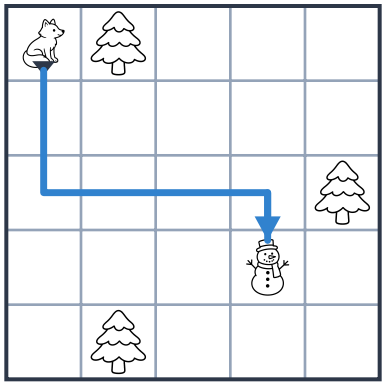
- forward 1
- forward 1
- forward 1
- ~~turn right~~
- forward 1
- forward 1



The right card: turn left

3.

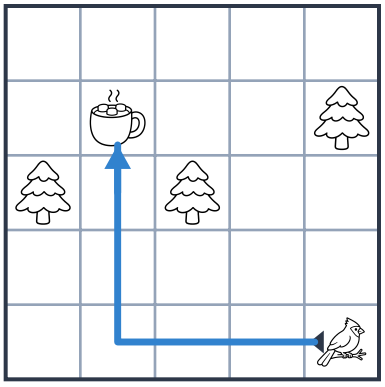
- forward 1
- forward 1
- turn left
- forward 1
- forward 1
- forward 1
- ~~turn left~~
- forward 1



The right card: turn right

4.

- forward 1
- forward 1
- forward 1
- turn right
- forward 1
- ~~turn left~~
- forward 1



The right card: forward 1

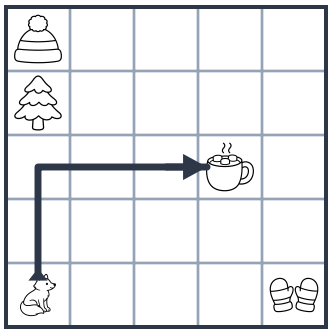
© 2026 Eggroll Games

Winter Coding Level 2

Run the loop and its if-then. Circle what the animal gets.

1.

repeat 6 times
- if a tree is ahead → turn right
- else → forward 1

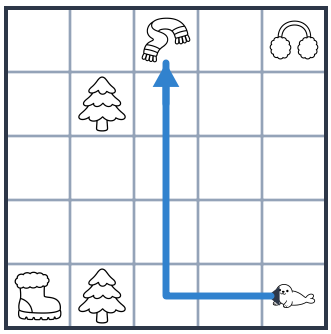


Example



2.

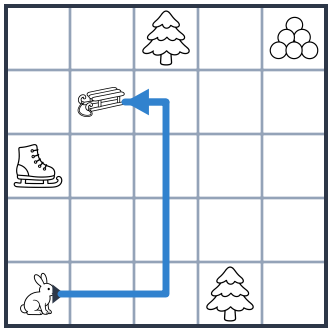
repeat 7 times
- if a tree is ahead → turn right
- else → forward 1





3.

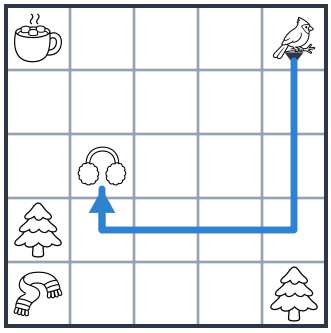
repeat 8 times
- if a tree is ahead → turn left
- else → forward 1





4.

repeat 9 times
- if a tree is ahead → turn right
- else → forward 1





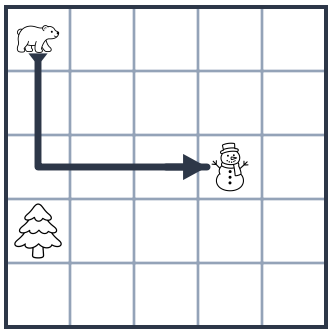
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Winter Coding Level 2

Fill in the missing part, so the animal gets to the picture.

1.

repeat 6 times
- if a tree is ahead → turn left
- else → forward 1



Example

Get to the 

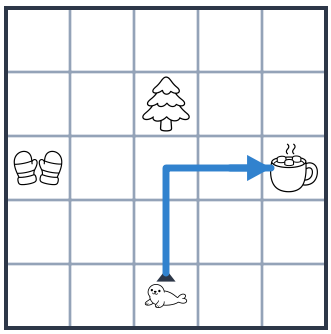
Circle one:

turn left

turn right

2.

repeat 5 times
- if a tree is ahead → turn right
- else → forward 1



Get to the 

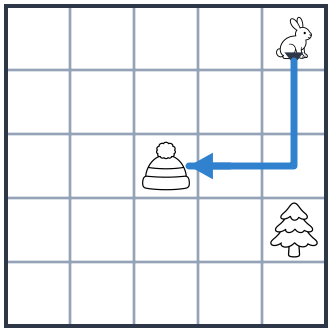
Circle one:

turn left

turn right

3.

repeat 5 times
- if a tree is ahead → turn right
- else → forward 1

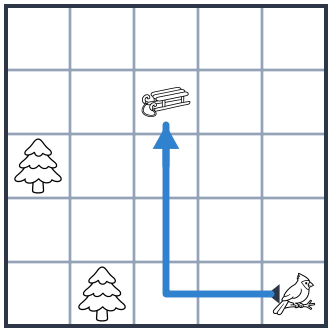


Get to the 

Fill in the box.

4.

repeat 6 times
- if a tree is ahead → turn right
- else → forward 1



Get to the 

Fill in the box.

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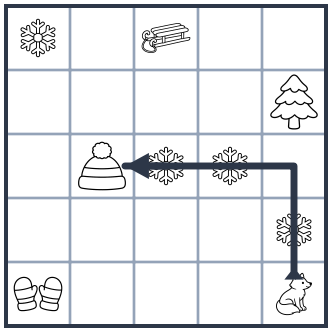
Winter Coding Level 2

Count the snowflakes it picks up. Circle what it gets.

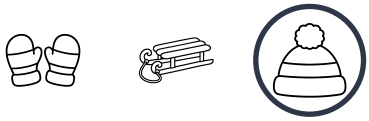
It picks up a snowflake only when "if on a snowflake" runs on that square.

1.

repeat 6 times
- if a tree is ahead → turn left
- else → forward 1
- if on a snowflake → pick it up



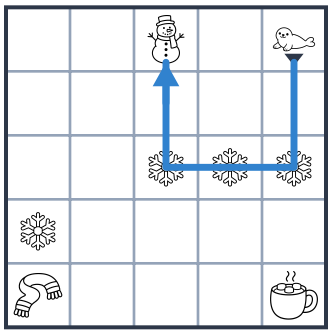
Example



Snowflakes **3**

2.

repeat 3 times
- forward 1
- forward 1
- if on a snowflake → pick it up
- turn right

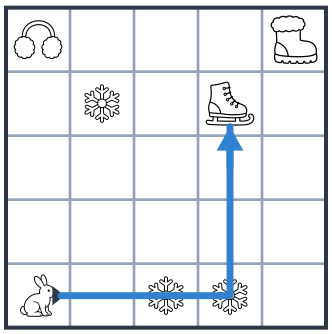




Snowflakes **2**

3.

repeat 2 times
- repeat 3 times
  - forward 1
- if on a snowflake → pick it up
- turn left

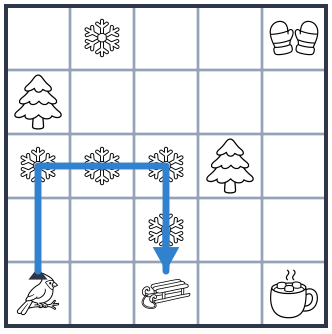




Snowflakes **1**

4.

repeat 8 times
- if a tree is ahead → turn right
- else → forward 1
- if on a snowflake → pick it up





Snowflakes **4**

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