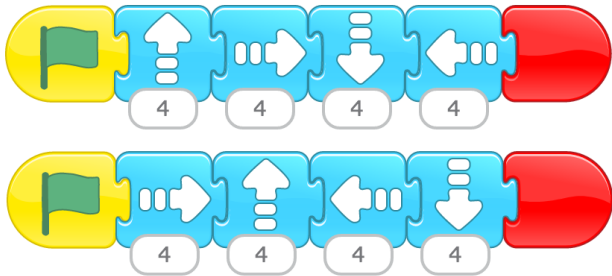
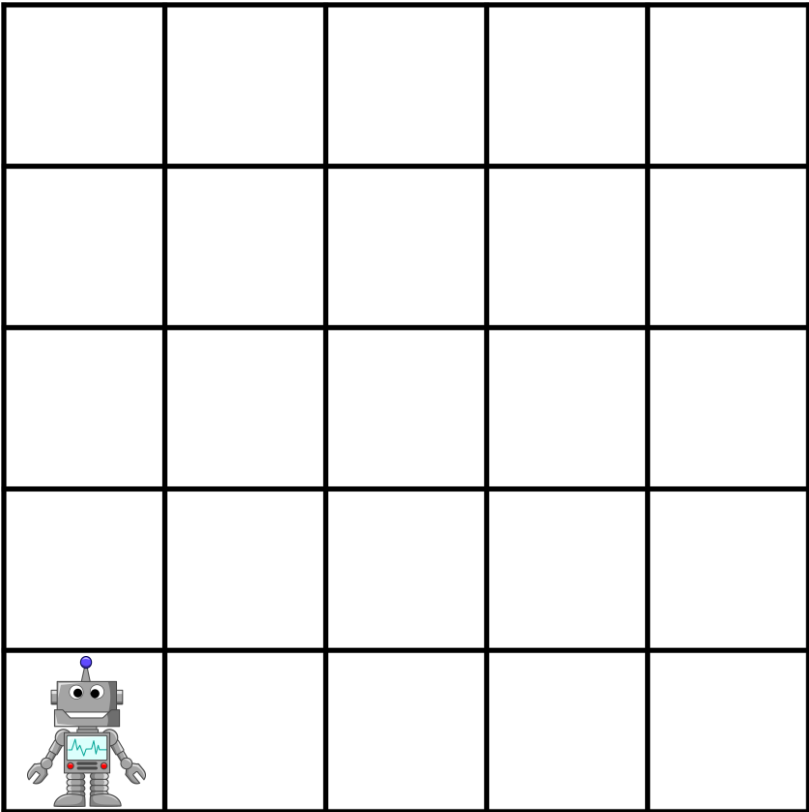


Let's Get Moving	Grade 1 and 2
Shapes and Mazes Answer Key	

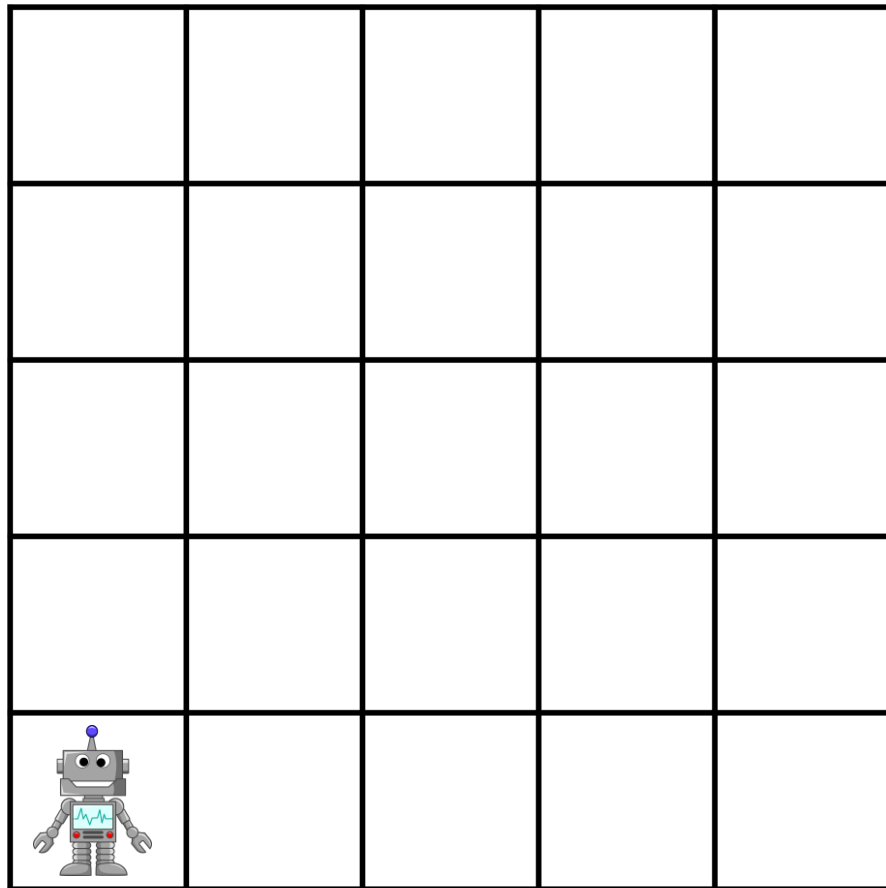
1. What steps will the robot take to walk in the largest square possible?

*Both answers below are correct.*



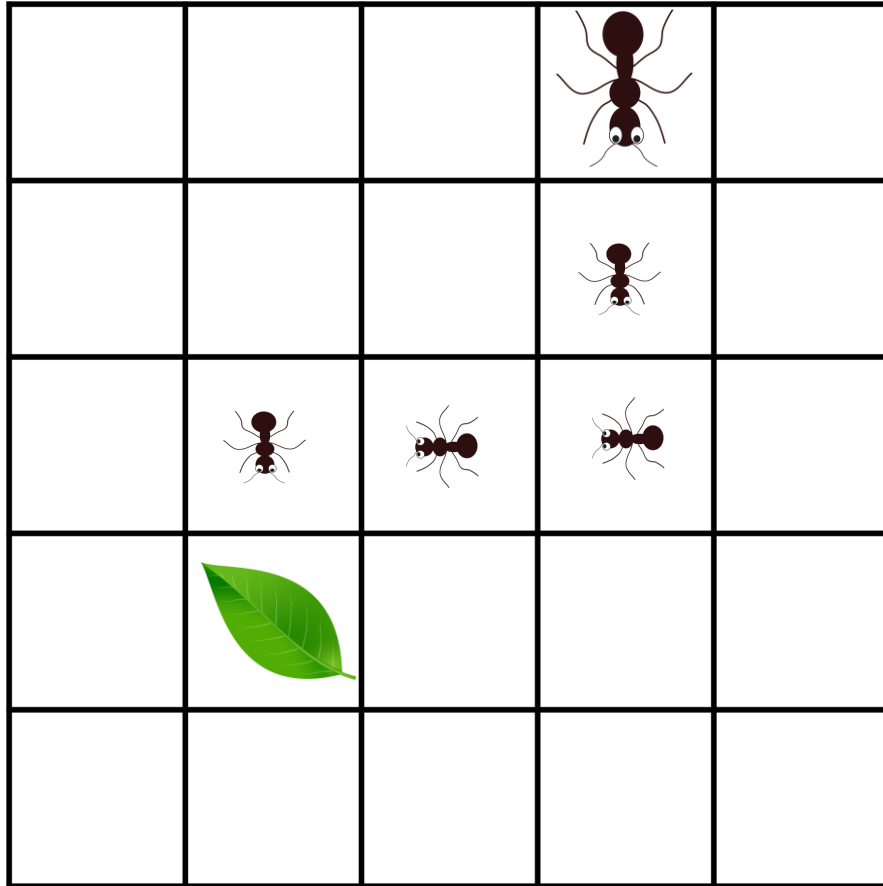
2. What steps will the robot take to walk in the path of a rectangle that is wider than it is tall?

*There can be many correct answers. These are only a few examples. The number of squares in the left, right direction must be greater than the number of squares in the up, down direction.*



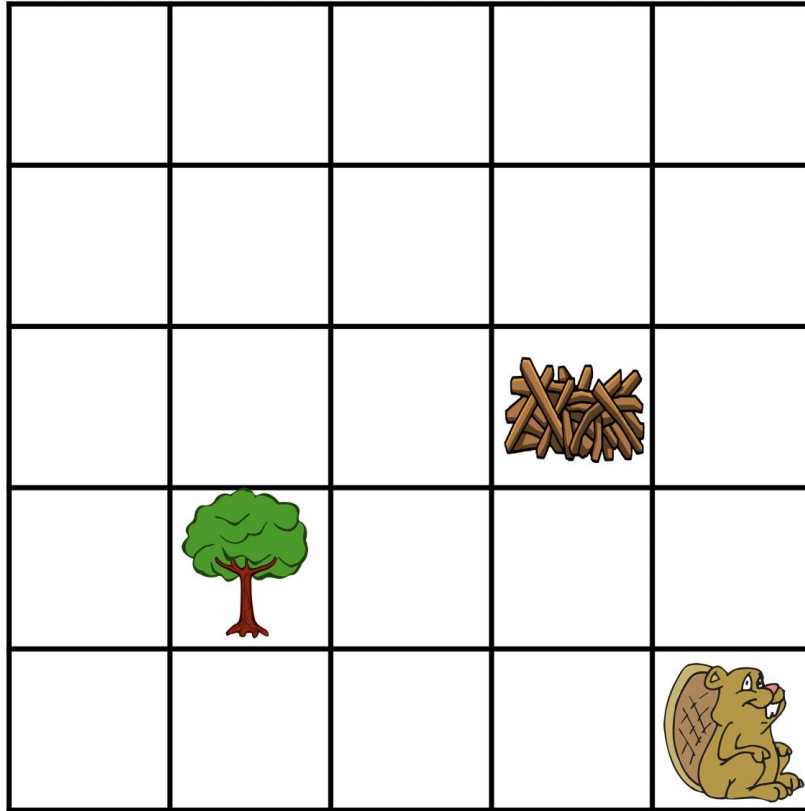
3. Use the code blocks to help the ant follow the others to get to the leaf.

*If the ant follows the others, there is only 1 path to take.*




4. Use the code blocks to help the beaver get to the tree and bring it back to his lodge.

*There are a number of ways to do this as well. The shortest path takes 7 steps but there are many, many ways to depict it. Some paths use the same number of steps and a different number of code blocks. That's the fun of coding! There can be different ways to solve the same problem. Below are 4 examples of correct answers.*



5. The code blocks are instructions on a treasure map. Can you mark an X where the treasure goes?

				
		X		

