



# 7-8 YEARS | WEEK 03

## Technology - Algorithms and Robotics

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1. Debugging the route

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2. Debugging the route

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3. Debugging the route

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4. Debugging the route

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5. Tracing the route

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6. Tracing the route

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7. Tracing the route

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8. Algorithms - Steps to do a task

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9. Algorithms - Step by step

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10. Algorithm - Error correction

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11. Algorithms - Try it out

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12. Algorithms - Follow the signs game

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13. Draw a robot based on the algorithm

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14. Uncode and complete

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15. Draw a robot based on the algorithm

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16. Robotics - Robot commands

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17. Robotics - Assemble a robot

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18. Robotics - Robots in movies

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19. Robotics - Recycled robot

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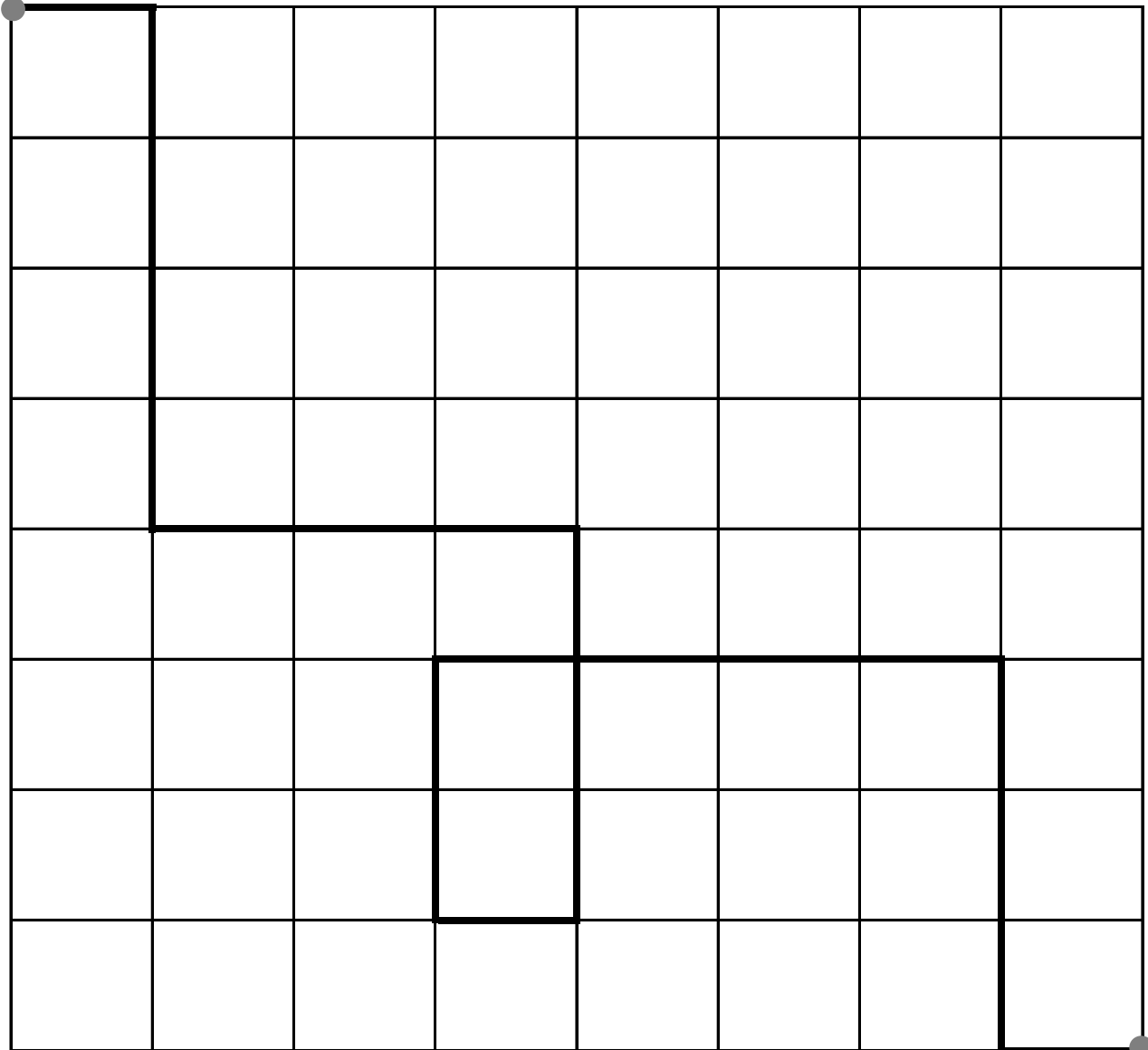
20. Robotics - Robot hand puppet



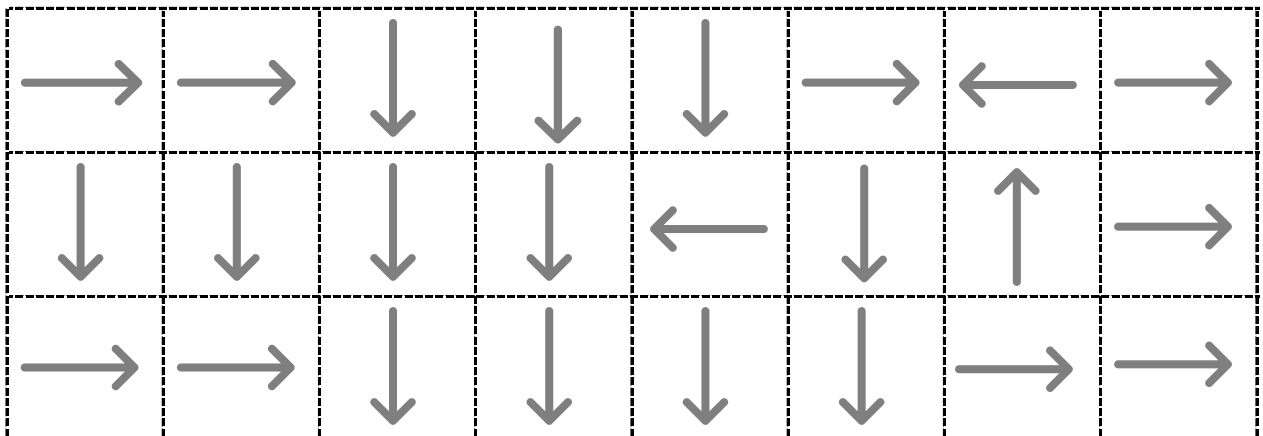
# DEBUGGING THE ROUTE

The route has been laid out to reach from the starting point to the endpoint. The arrows below show the direction of movement, but someone has placed the arrows in the wrong order or the wrong number of times. Can you help them correct the order of the arrows?

Start here



Stop here

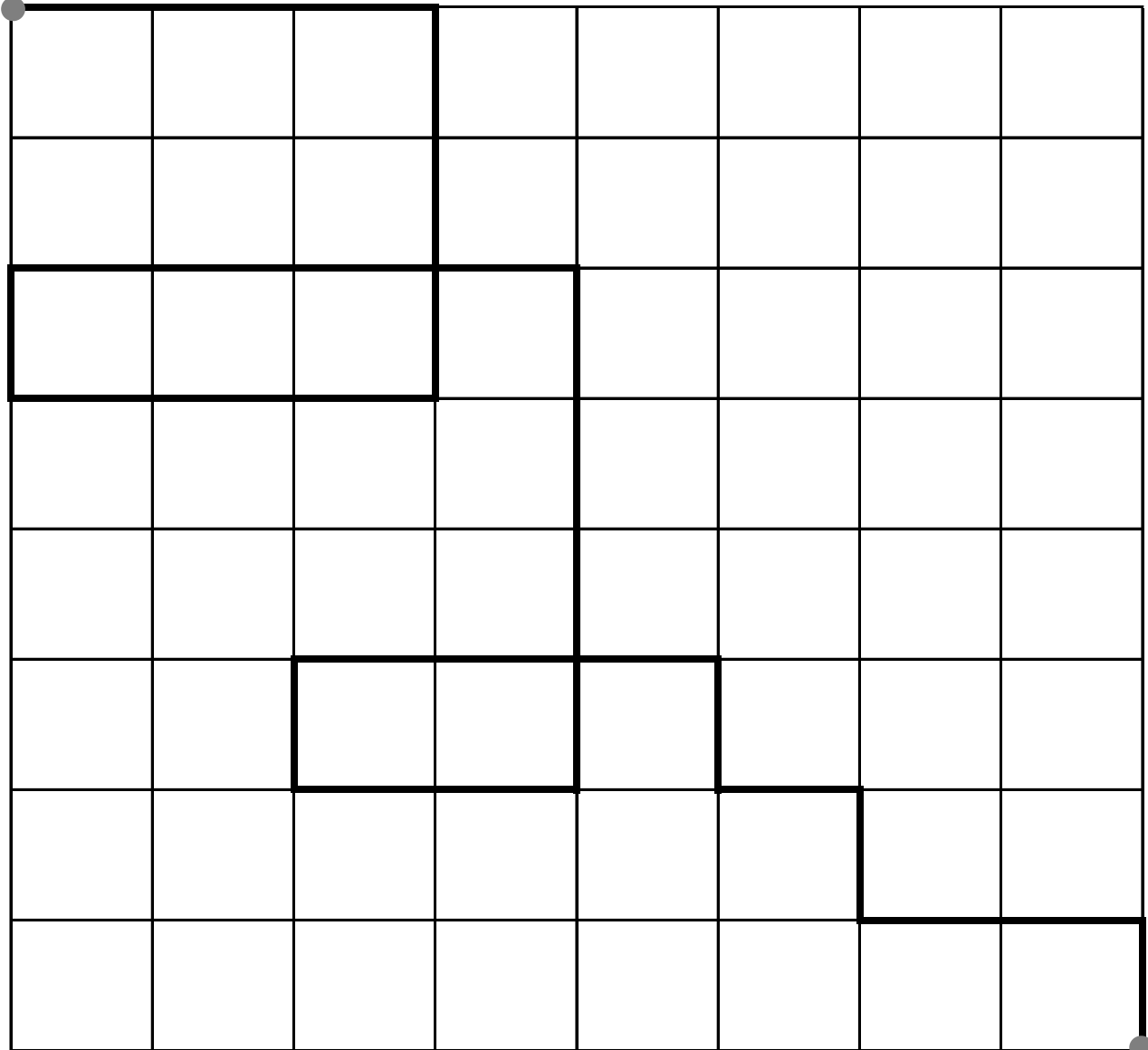




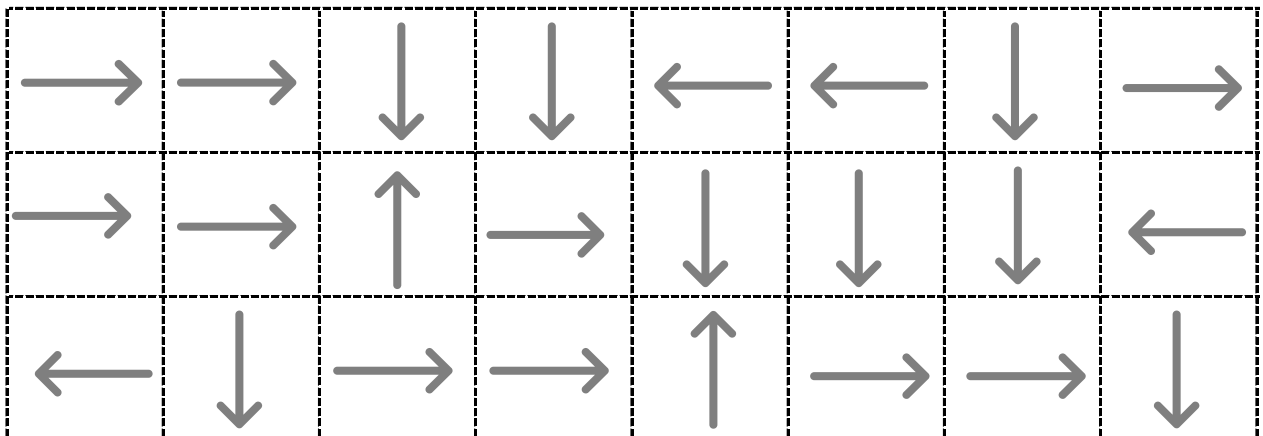
# DEBUGGING THE ROUTE

The route has been laid out to reach from the starting point to the endpoint. The arrows below show the direction of movement, but someone has placed the arrows in the wrong order or the wrong number of times. Can you help them correct the order of the arrows?

Start here



Stop here





# DEBUGGING THE ROUTE

The route has been laid out to reach from the starting point to the endpoint. The arrows below show the direction of movement. Color the stars red, that form part of the route. Color the stars blue, that are not part of the route.

Start here

Stop here

→	→	↓	↓	←	←	↓	→
→	→	↑	→	↓	→	↓	←
↓	↓	→	→	↓	→	→	↓

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