














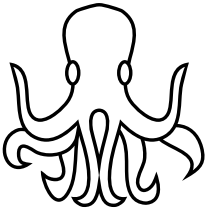

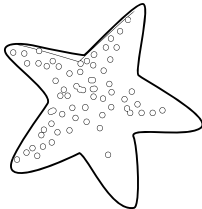
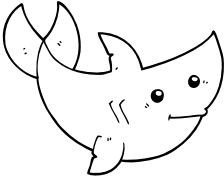
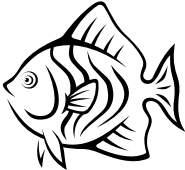
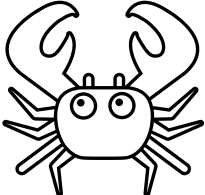
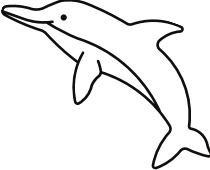
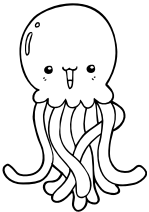
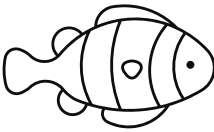
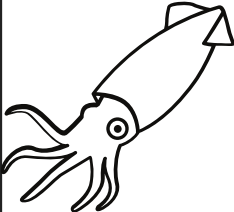

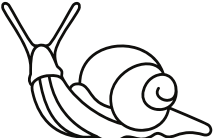
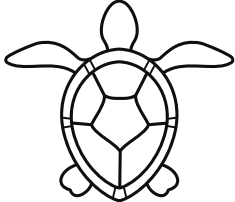
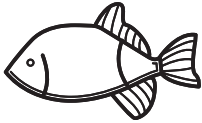


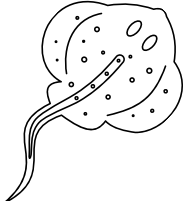
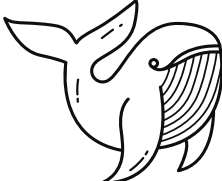

## Undersea Coding Challenge: Level 1

The goal of this beginner level coding activity is to follow a coding sequence to reach a target. Once students complete this activity, move on to Level 2 for a bigger challenge.

### Instructions

- Follow the arrows in Steps 1 through 10 below.
- Color the undersea creature as you reach it. Keep going until the end.
- Circle the last picture of the code. What animal is it?

1		2		3		4		5	
6		7		8		9		10	

<b>Start Here</b> 			
			
			
			
			



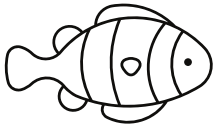

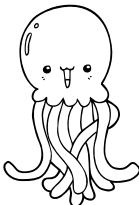
## Undersea Coding Challenge: Level 2

The goal of this challenge activity is to create a coding sequence to reach a target. Each student's sequence will be unique, providing opportunities for creative solutions!

### Instructions

- Draw arrows in the boxes to create a path that will lead to the dolphin!
- Color the animals as you go over them. (Note: you do not need to use all the boxes.)

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15

			<p><b>Start Here</b></p> 