

TRICK OR TREAT

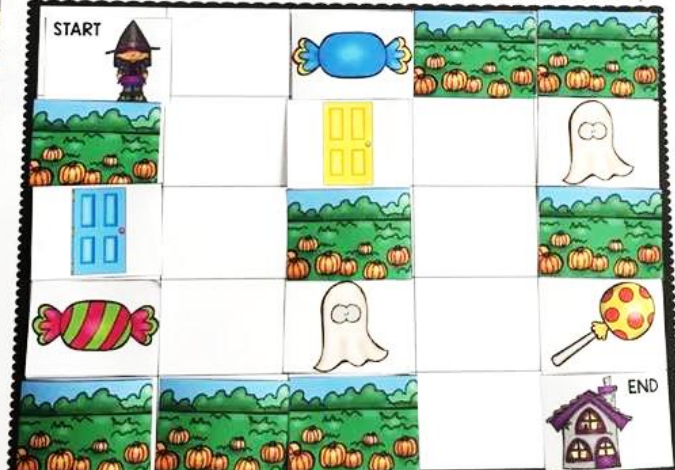
CODING

CRACK THE CODE!

code	Meaning
→	Move Right
←	Move Left
↑	Move up
↓	Move down
☺	Grab a candy
🚪	Knock on a door
👹	Jump over an enemy

TRICK OR TREAT CODING MAP

Build a path from the trick or treat to the haunted house. Add 3 candies, 2 doors, and 2 enemies to the path!



CRACK THE CODE!

Draw and write the block code that will lead your trick or treat to the haunted house

code	Meaning
→	Move Right
←	Move Left
↑	Move up
↓	Move down
☺	Grab a candy
🚪	Knock on a door
👹	Jump over an Enemy

K-3RD
GRADE

CREATED BY BROOKE BROWN

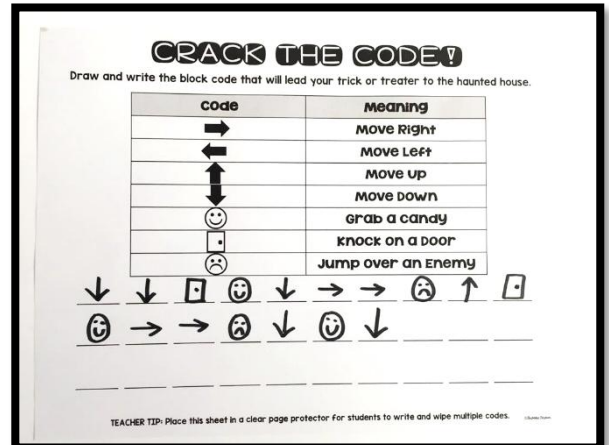
CREATE A MAP



FIGURE OUT THE CODE




WRITE THE CODE



PRINTABLE + DIGITAL

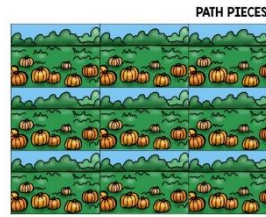
CRACK THE CODE!



code	Meaning
→	Move Right
←	Move Left
↑	Move up
↓	Move Down
😊	Grab a candy
🚪	Knock on a door
😡	Jump over an Enemy


Cut out the map pieces below.
Place them on your Trick or Treat Coding Map and build a path from your trick or treater to the haunted house.

START  START   END

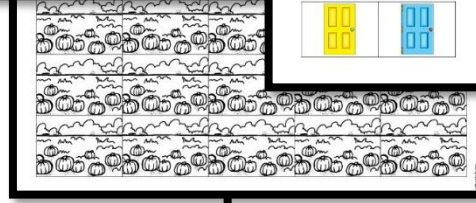



Cut out the map pieces below.


Place 3 candies on your map.



Place 2 doors on your map. Place 2 enemies on your map.



Place 2 enemies on your map.



TRICK OR TREAT CODING MAP

Build a path from the trick or treater to the haunted house. Add 3 candies, 2 doors, and 2 enemies to the path!


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←	Move Left
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TEACHER TIP: Place this sheet in a clear page protector for students to write and wipe multiple codes.



GOOGLE SLIDES & SEESAW FORMATS

CRACK THE CODE!

Click and drag the block code that will lead your trick or treater to the haunted house.



code	Meaning
→	Move Right
←	Move Left
↑	Move up
↓	Move Down
😊	Grab a candy
🚪	Knock on a door
😡	Jump over an enemy

START  START   END

PATH PIECES

