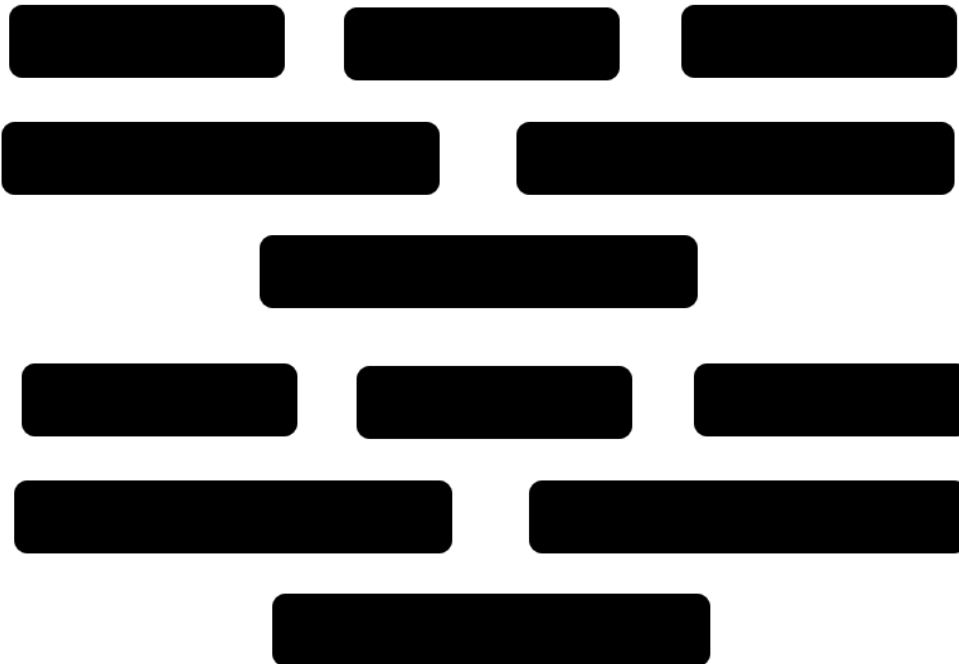# ASHA AND BAZ MEET HEDY LAMARR
THE CODE CHALLENGE

INSTRUCTIONS:

Create a hopping pattern to move a frog from start to finish.

PATTERN OPTIONS: • Hop Forward • Hop Backward • Hop Right • Hop Left

FINISH

START

OBSERVE:

- Record the direction and number of hops it takes to get from start to finish.
- Measure the distance of start to finish.
- Can you improve on the game design? Change the size of the logs. Add or delete rows. Increase or decrease the space between the logs.