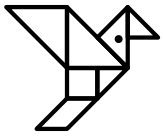


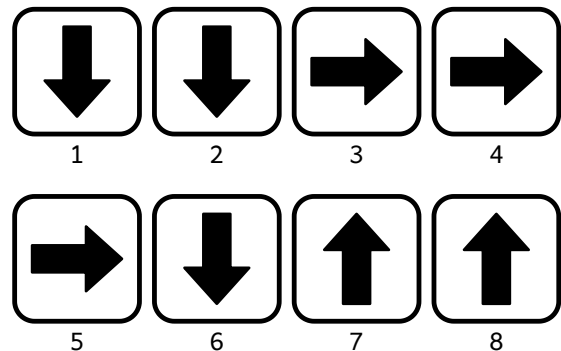
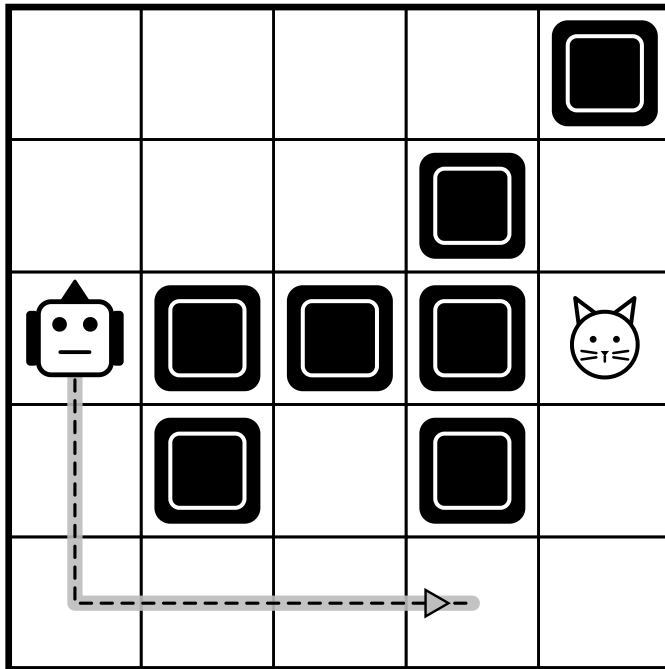


Learn a new puzzle

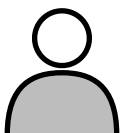
Fix the Program



The robot should stop on the picture. One card is wrong. Cross it out and draw the right card.



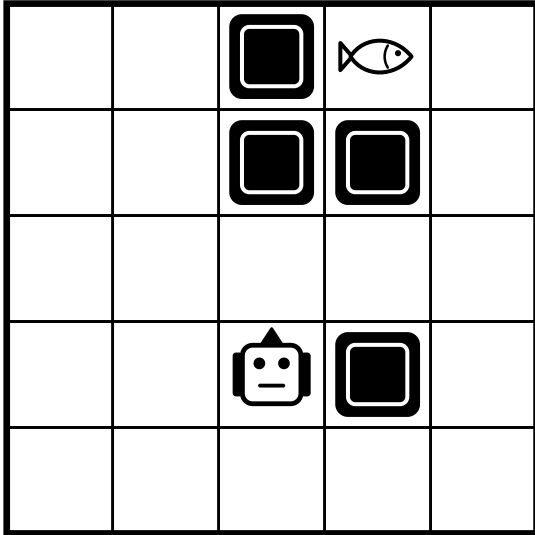
- 1 Put your finger on the robot. Follow the cards one by one.
- 2 Stop where the robot goes wrong. Look at that card and the one before it.
- 3 Fix one card. Then follow the whole program again to check.



Where does the robot first go the wrong way?



1 **Fix the Program** Which program takes the robot to the picture? Check it.

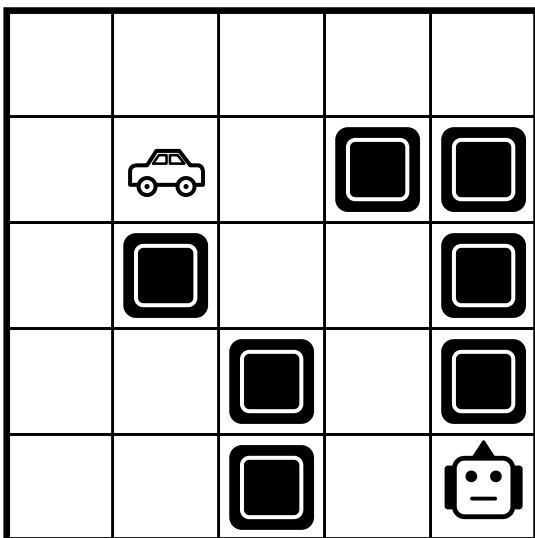


A      

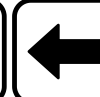
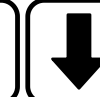
B      

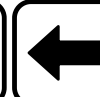
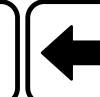
C      

2 **Fix the Program** Which program takes the robot to the picture? Check it.



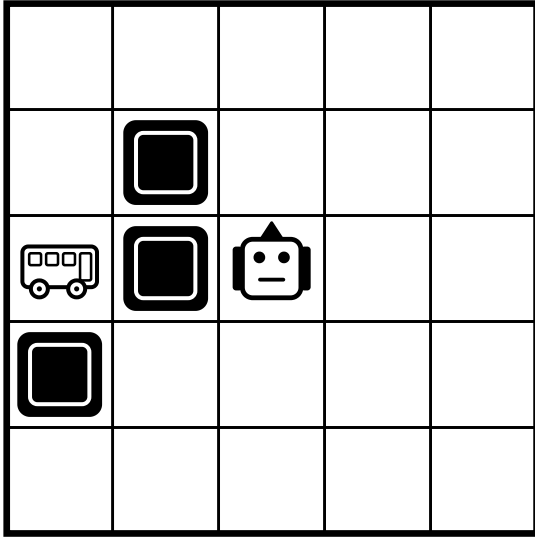
A      

B      

C      



3 **Fix the Program** Which program takes the robot to the picture? Check it.

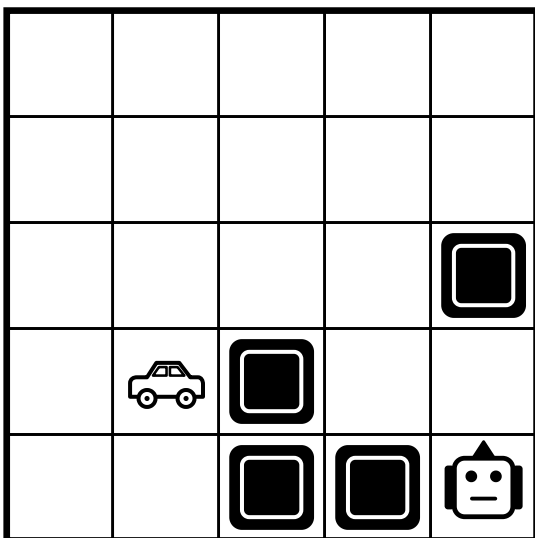


A      

B      

C      

4 **Fix the Program** Which program takes the robot to the picture? Check it.



A      

B      

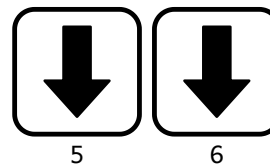
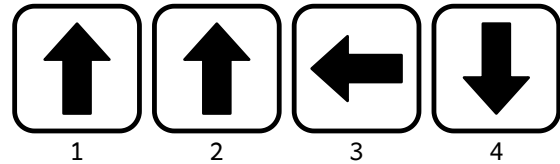
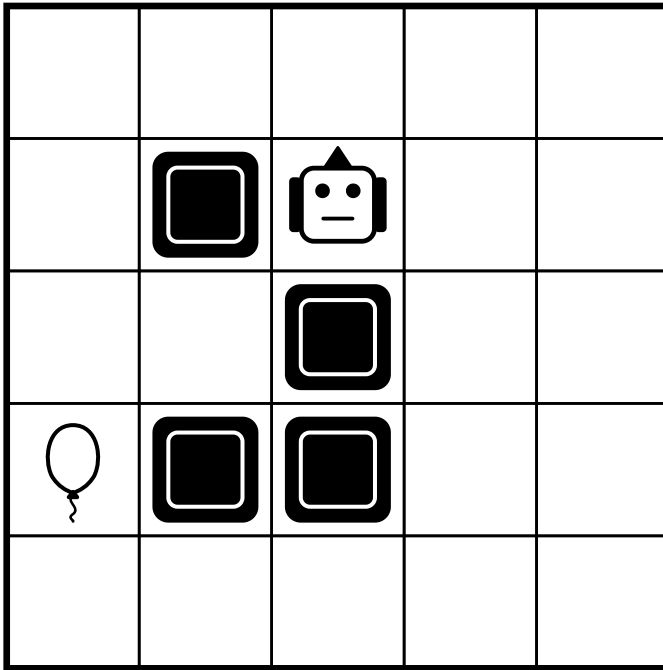
C      



5

Fix the Program

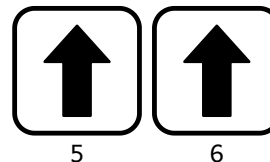
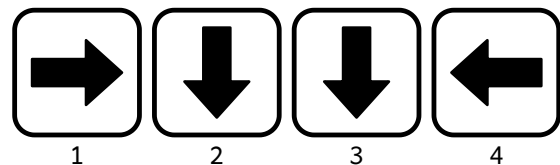
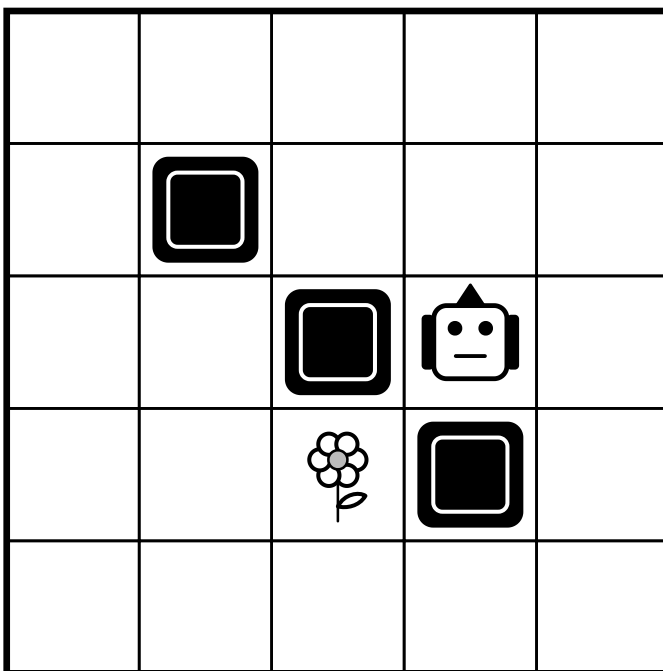
The robot should stop on the picture. One card is wrong.
Cross it out and draw the right card.



6

Fix the Program

The robot should stop on the picture. One card is wrong.
Cross it out and draw the right card.

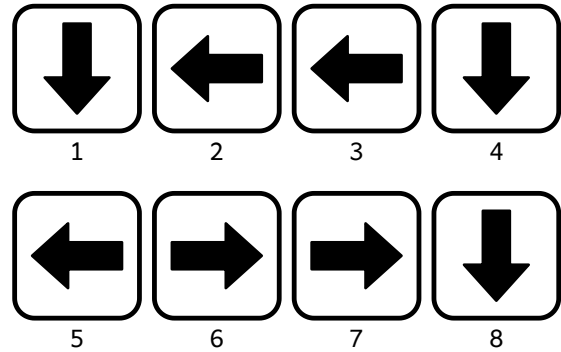
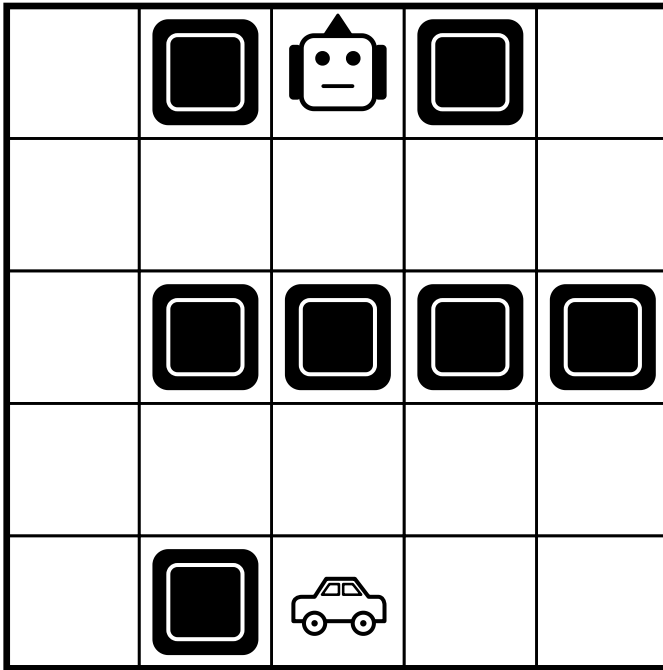




7

Fix the Program

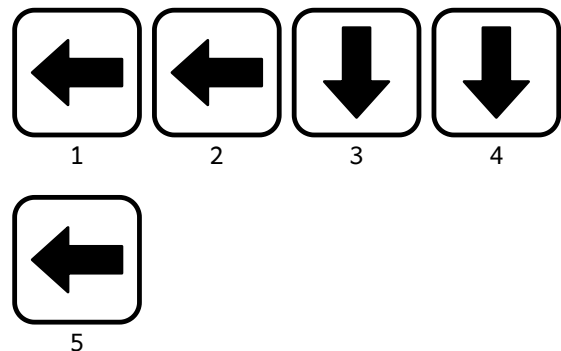
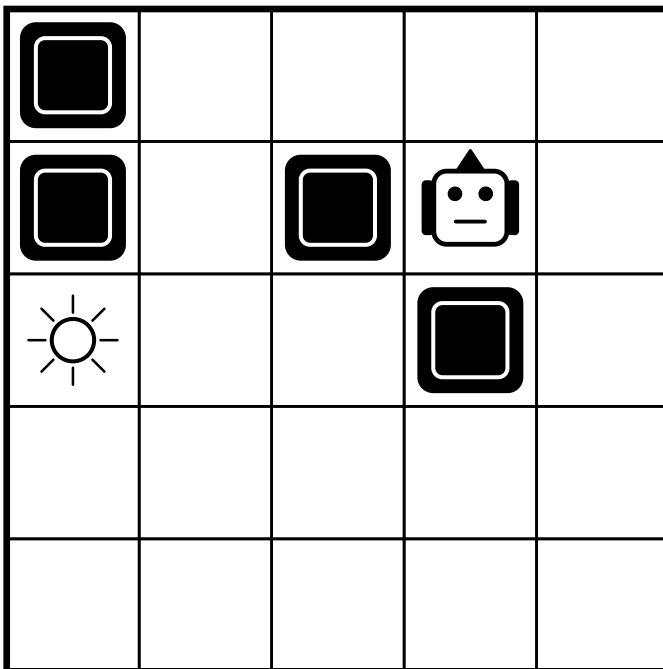
The robot should stop on the picture. One card is wrong.
Cross it out and draw the right card.



8

Fix the Program

The robot should stop on the picture. One card is missing.
Draw it where it goes.

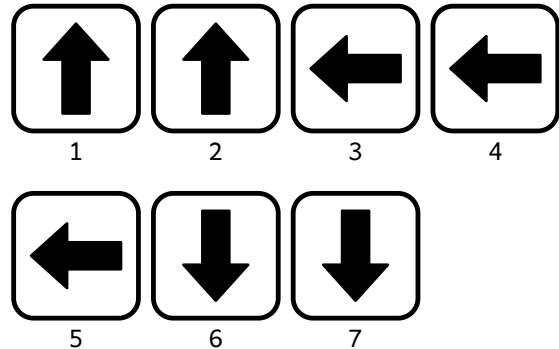
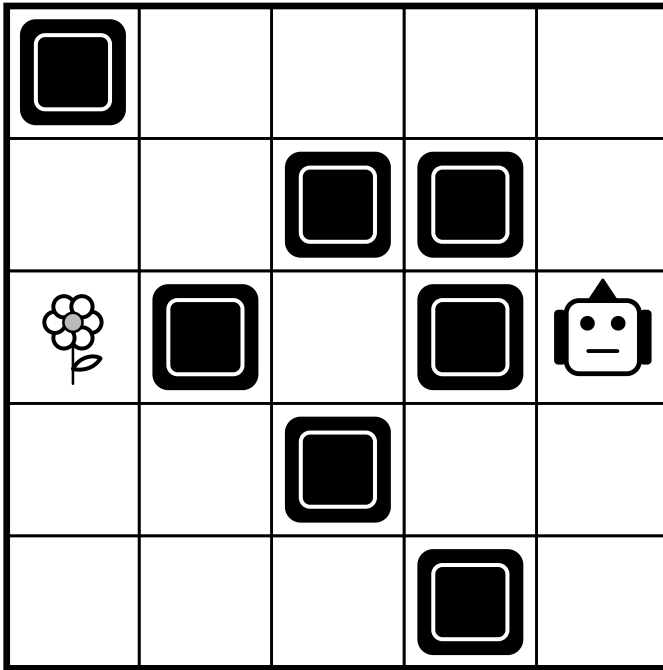




9

Fix the Program

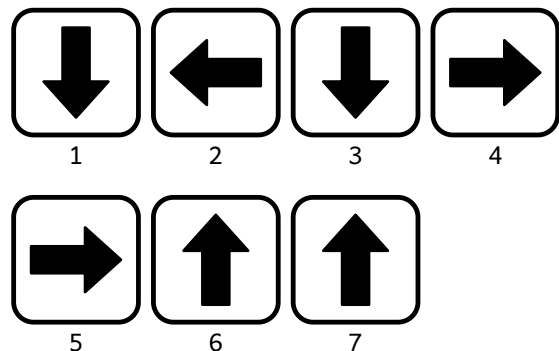
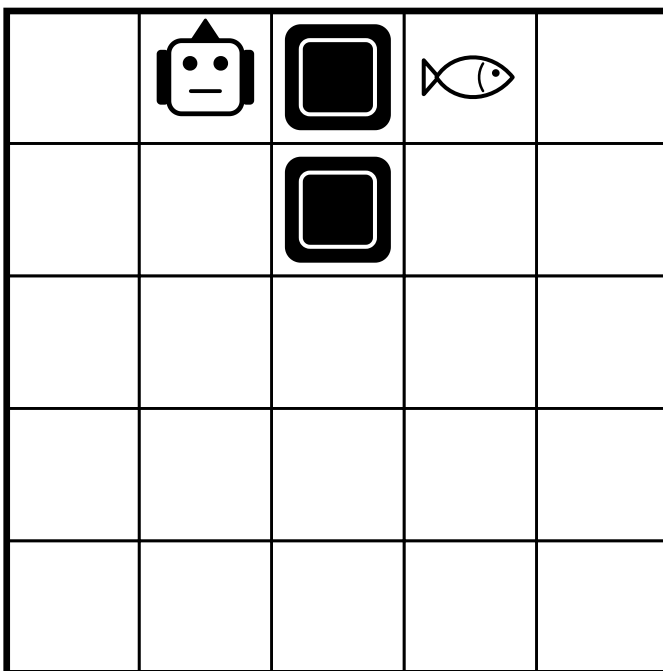
The robot should stop on the picture. One card is missing. Draw it where it goes.



10

Fix the Program

The robot should stop on the picture. One card is extra. Cross it out.



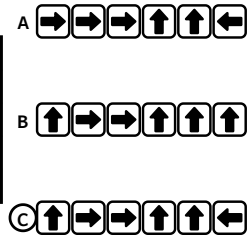
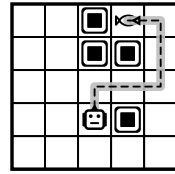
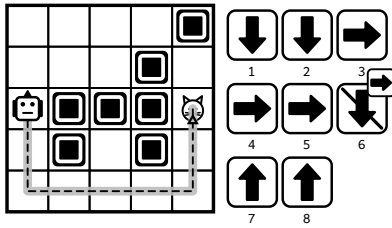


Answers

 For grown-ups. Cut off or keep this page aside until the puzzles are done.

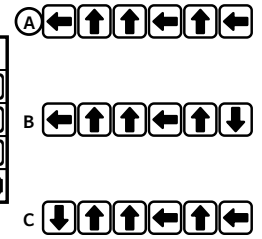
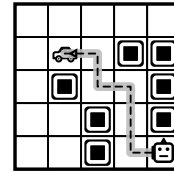
Learn · Fix the Program

#1



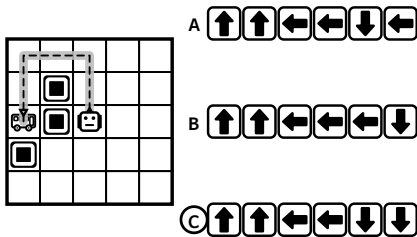
C. A goes wrong at card 1; B goes wrong at card 6.

#2



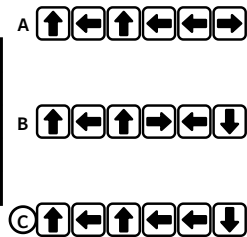
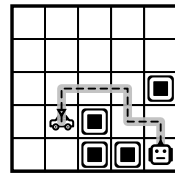
A. B goes wrong at card 6; C goes wrong at card 1.

#3



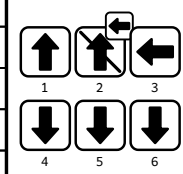
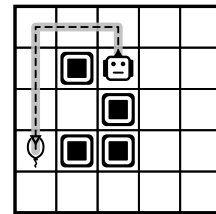
C. A goes wrong at card 6; B goes wrong at card 5.

#4



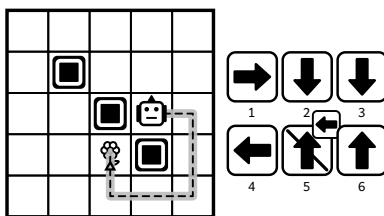
C. A goes wrong at card 6; B goes wrong at card 4.

#5



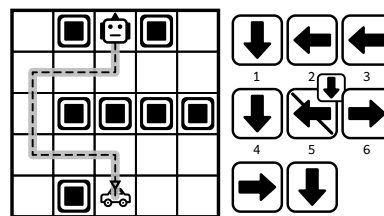
Card 2 should be left. Follow the program: it goes wrong at card 2.

#6



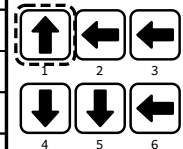
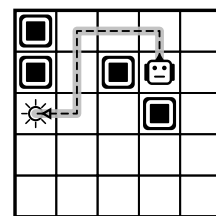
Card 5 should be left. Follow the program: it goes wrong at card 5.

#7



Card 5 should be down. Follow the program: it goes wrong at card 5.

#8



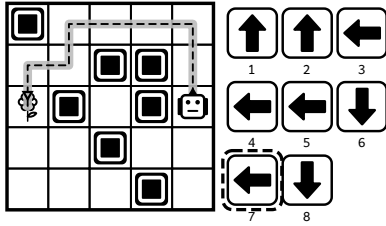
A up card is missing before card 1.



Answers

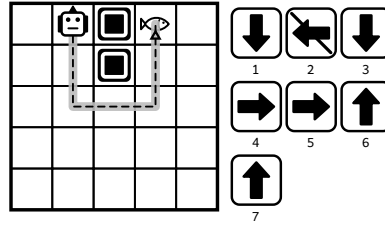
For grown-ups. Cut off or keep this page aside until the puzzles are done.

#9



A left card is missing before card 7.

#10



Card 2 is extra: cross it out.