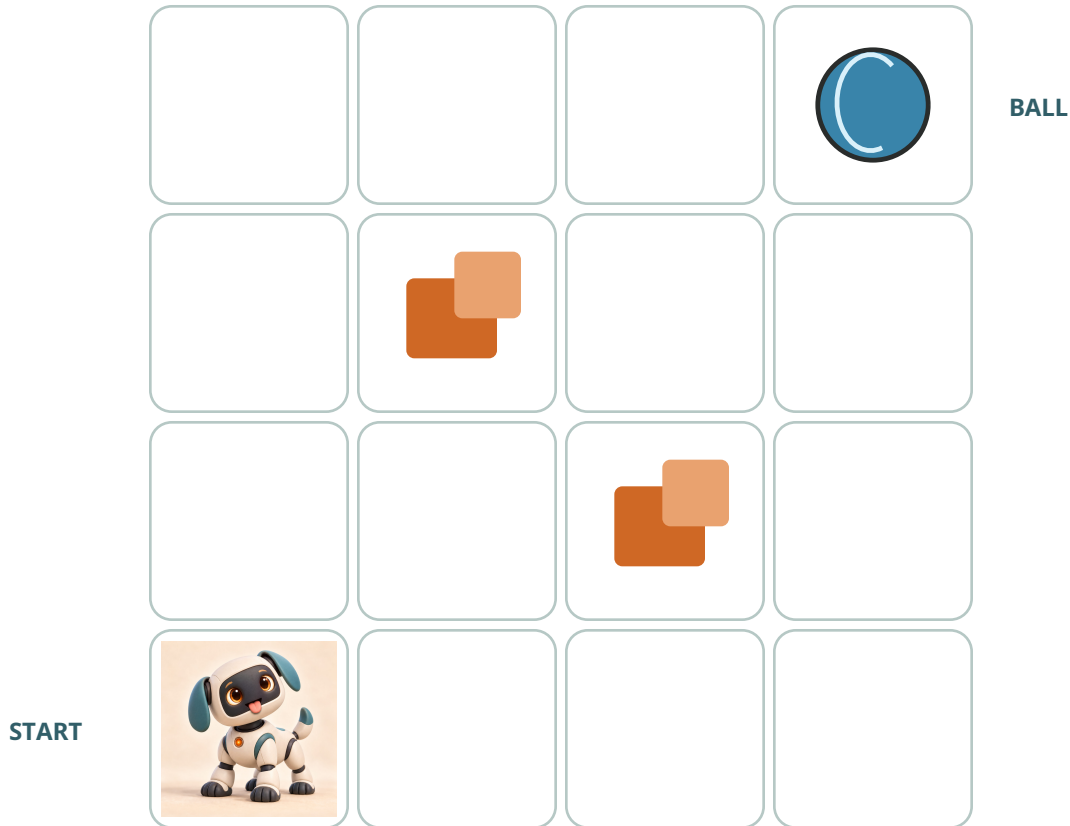


Help Chip Find a Way

Ages 3-6 | Enjoy with a grown-up

Help Chip reach the blue ball. Move one square for each arrow. Go around the orange blocks. Trace a route with your finger first.



Tell, point or draw your arrows.

Try a step. What happened? What could you change?
More than one route can work.

Plan and try a route

Ages 3-6 | Pointing, words and signs are welcome

One step means one square

Chip starts at the bottom left. The ball is at the top right. Up, right, down and left refer to the page, not to turns relative to Chip's face.

Look, plan, try

Let your child trace a route. Say or draw a few arrows, then try them with a finger. If a step reaches a block or the mat's edge, Chip stays in the previous square.

Describe the result

Try: "There are blocks in that square. What could we change?" At the ball: "Your route worked. Could a different route work too?"

Start small

Use one arrow at a time and help point to the next square. It is fine to try only the first two steps. A grown-up can draw the arrows.

Explore further

Plan the whole route before testing it. Compare how many steps two routes use. Up, up, up, right, right, right works. Right, right, right, up, up, up also works. Each uses six steps.

About the idea

This practices planning, checking and changing a sequence. It is a fixed-rule pretend robot game, not a model of every kind of AI. Optional: build a route for a favorite toy using paper squares.