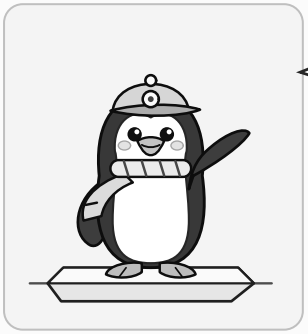
Name : _____ Date : _____

PAPILUMO / Kindergarten (ages 5–6)

Arrow Code Grid Paths with Pipo

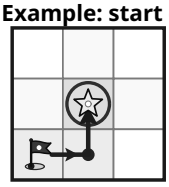
Start on the flag in each 4×4 grid, follow the directional arrows step by step, and circle the matching destination icon.



Pipo's tip: move one square per arrow!

Pipo the explorer penguin reads his icy map: every arrow moves one square onto the next tile!

Example: start on the flag, go right, then up

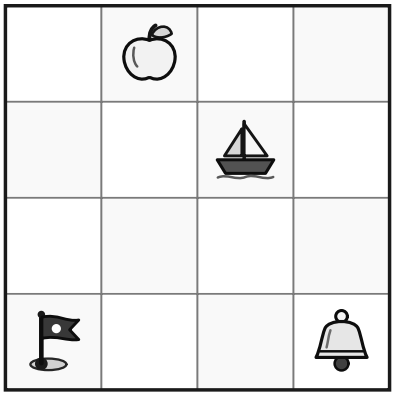




You land right on the star!

Follow each arrow code on cards A–D and circle the picture you reach

A **Morning Trail**

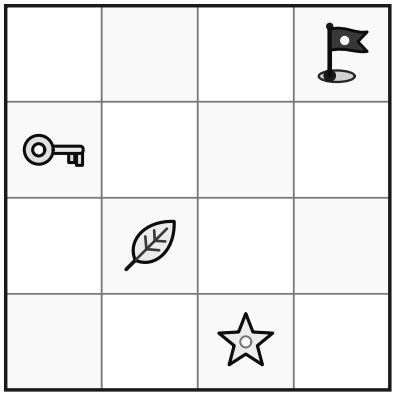




Circle:



B **Island Hop**

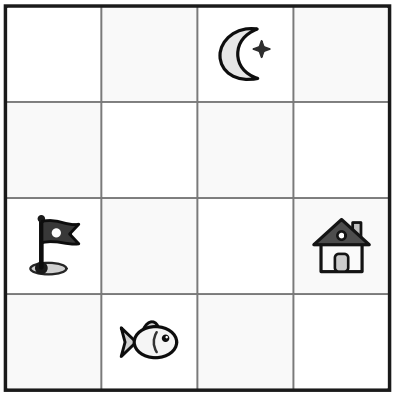




Circle:



C **Long Crossing**

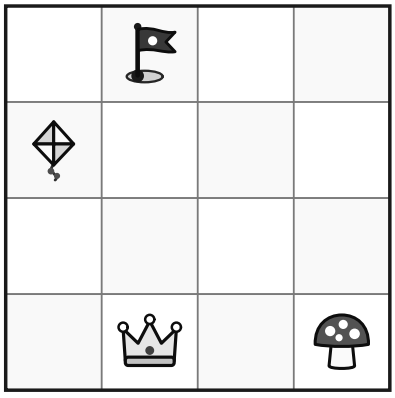




Circle:



D **Pipo's Challenge**





Circle:



Pipo's clue: rest your finger on the start flag, say each arrow direction aloud, and hop exactly one square per arrow.