



# Amazing Mazes



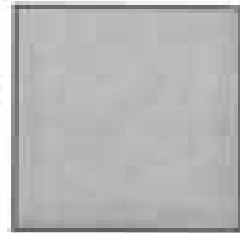
**Sarah Fleming**

## KEY



Where you see this bug, try to read the words on your own.

Make your own bug to help you get through these mazes. Make sure it fits in this box.



# Amazing Mazes

Sarah Fleming

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# The Code



This is a book of mazes. A code tells you how to move.



**Fd 1** = Move forward one box.

start



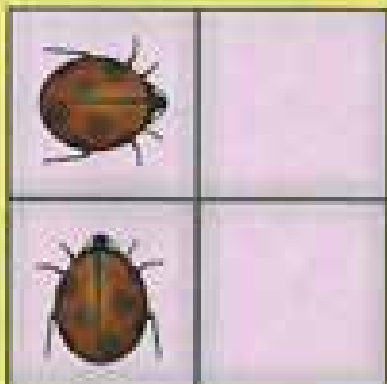
Fd 1



**Lt 90** = Turn left 90°.

When you turn, stay in the same box.

start

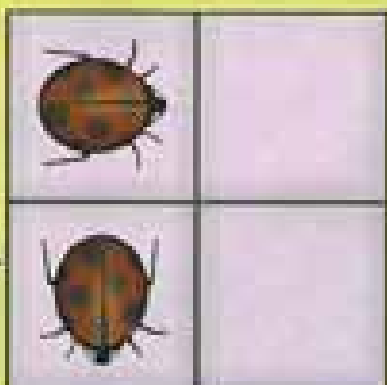


Lt 90



**Rt 90** = Turn right 90°.

start



Rt 90





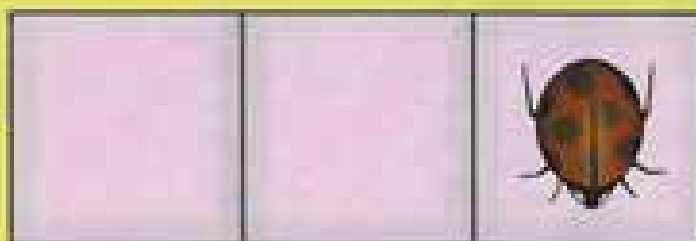
**End = Stop.**

You can tell the bug to do a number of moves, one after the other, like this:

① **Fd 2**



② **Rt 90**



③ **Fd 1**

