

Programming with Karel

F	R	S	M	I	L	M	O	V	E	E	X	T	V	N	C	E	O
U	Y	V	T	B	T	T	U	R	N	L	E	F	T	P	U	K	S
N	J	N	P	A	M	E	U	X	B	B	X	Z	D	J	R	A	E
C	P	Q	V	O	R	L	R	O	R	U	N	L	V	C	L	R	M
T	K	G	V	T	B	T	K	A	C	O	M	M	A	V	Y	E	I
I	K	C	O	D	E	E	D	I	T	O	R	H	R	L	B	L	C
O	F	A	P	U	T	B	A	L	L	I	O	A	I	O	R	D	O
N	H	H	I	S	T	O	R	Y	L	T	O	E	A	O	A	F	L
T	A	K	E	B	A	L	L	F	G	D	I	N	B	P	C	O	O
C	Q	S	P	C	C	O	M	M	A	N	D	A	L	Y	K	R	N
J	B	G	C	O	U	N	T	E	R	M	U	B	E	W	E	C	Z
X	C	O	N	D	I	T	I	O	N	U	G	A	D	K	T	R	O

Find the following words in the puzzle.
Words are hidden → ↓ and ↘ .

CODE EDITOR
COMMA
COMMAND
CONDITION
COUNTER
CURLY BRACKET
FOR

FUNCTION
HISTORY
ITERATION
KAREL
LOOP
MOVE
PUTBALL

RUN
SEMICOLON
START
TAKEBALL
TURNLEFT
VARIABLE