

Worksheet 12.2



Start by writing down the X and Y coordinates of the starting point of your Water sprite. This will be the start of the path.

You'll need to drag your Water sprite around the maze and write down the coordinates you want to use for your path.

Remember to put your sprite back at the Start coordinates when you've finished writing down your path.

Waypoint	X Coordinate	Y Coordinate
Start		
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		