CS pathshala
Bringing computational thinking to schools

Introduction:

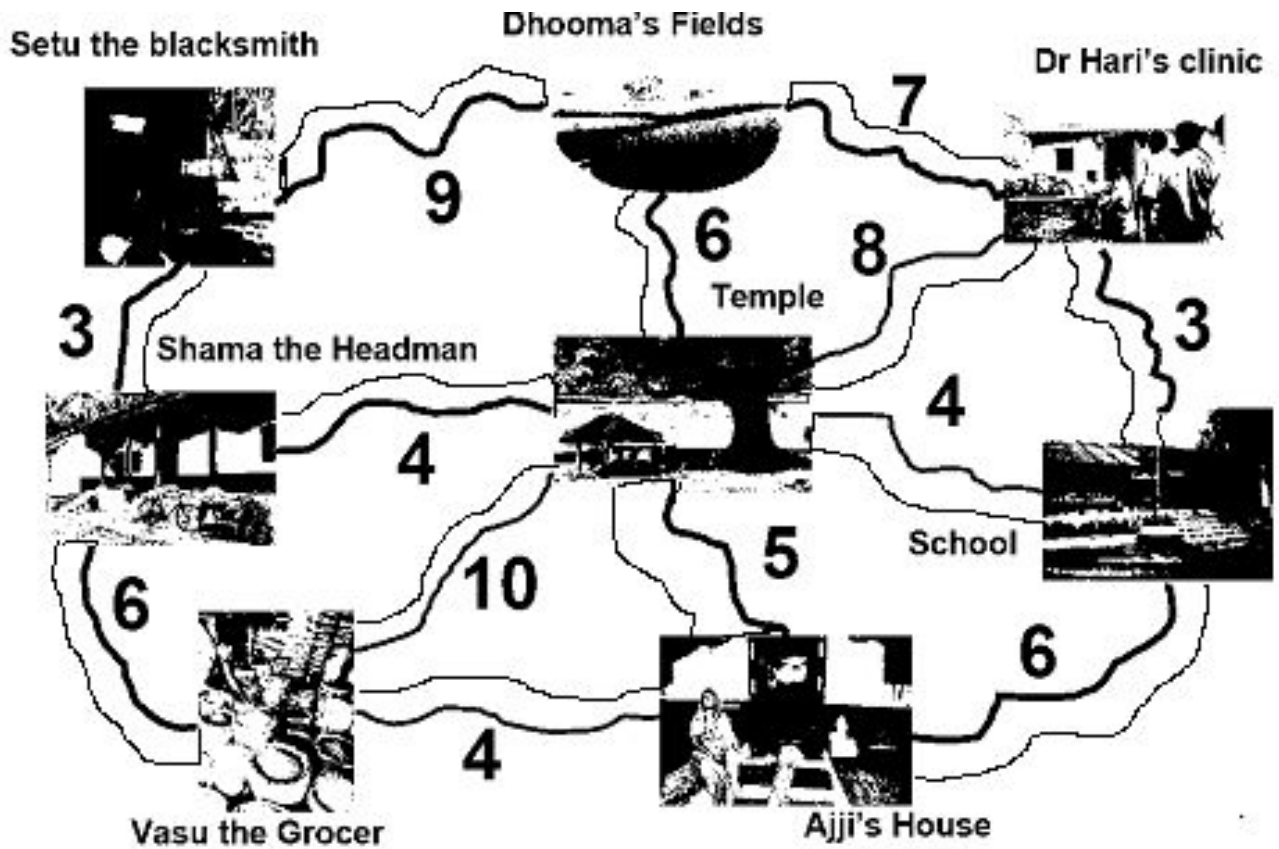**Questions: (* questions can be used for evaluation)**

1. Color the path as you see on the screen. Write the number in the box as Dhooma goes around the village. Add it all up and write in the box below.

=

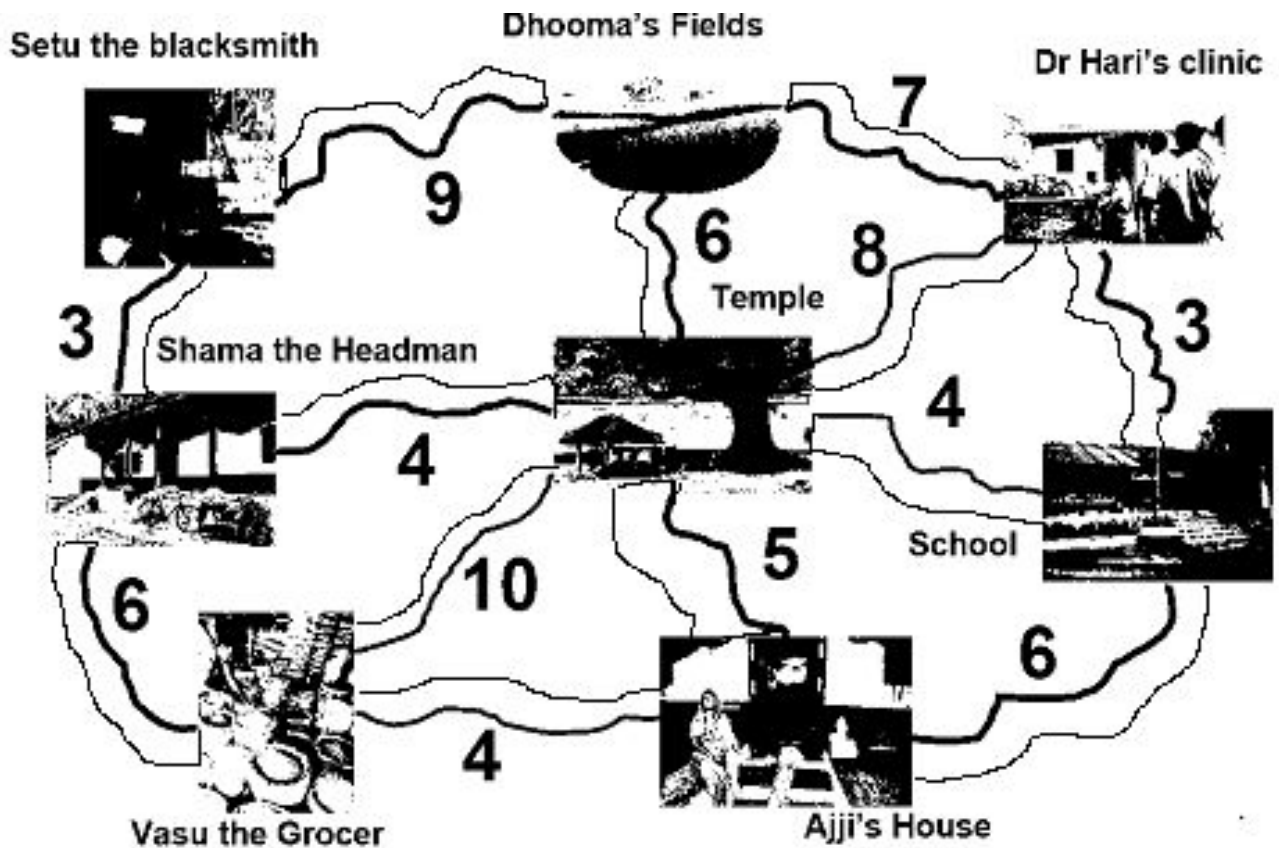**Name:**   **Class:**   **Div:**   **Roll. No:**

1

2. Color the path as you see on the screen. Write the number in the box as Dhooma goes around the village. Add it all up and write in the box below.

=

3. Color the path as you see on the screen. Write the number in the box as Dhooma goes around the village. Add it all up and write in the box below.

= [ ]

4. Color the path as you see on the screen. Write the number in the box as Dhooma goes around the village. Add it all up and write in the box below.
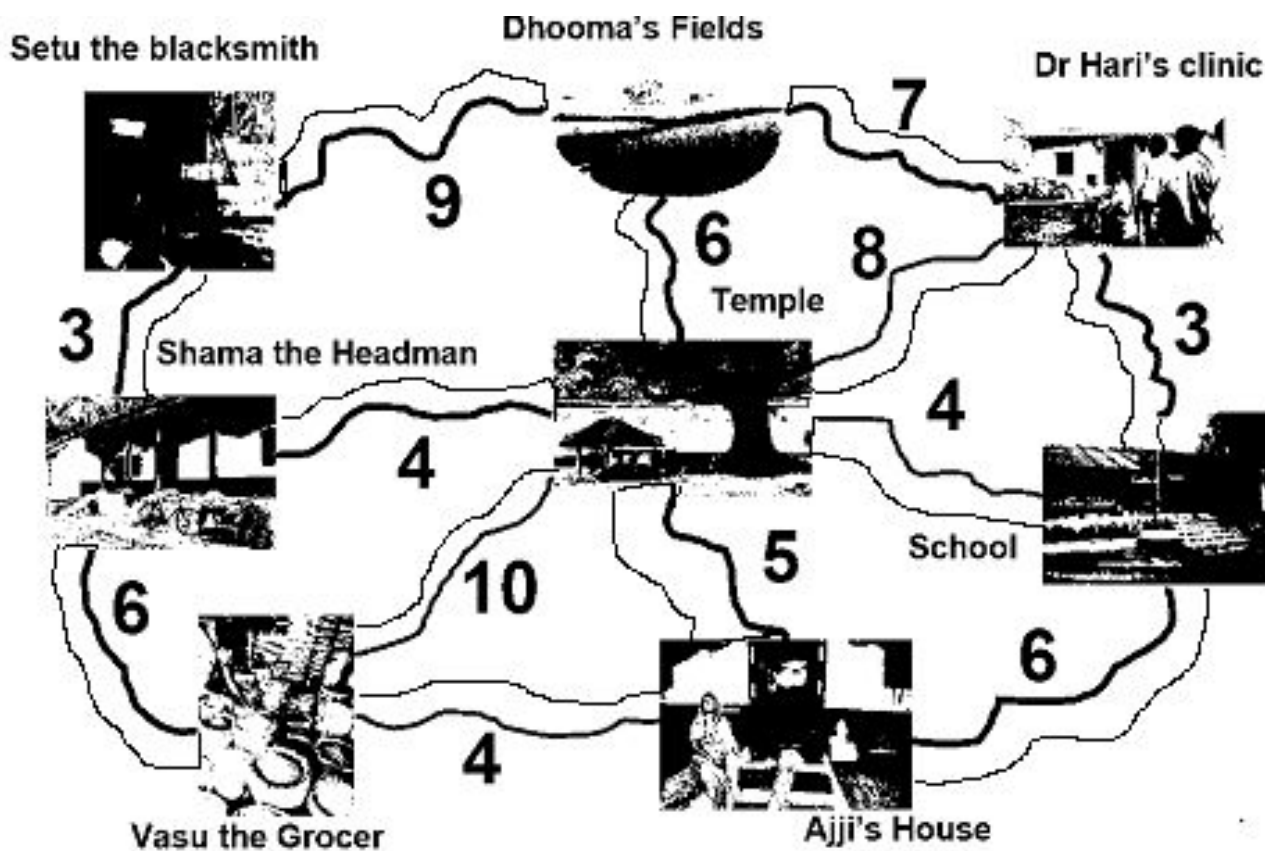

Setu the blacksmith

Dhooma's Fields

Dr Hari's clinic

9

7

3

6   8

Temple

Shama the Headman

3

4

4

5

School

6

10

5

6

4

Vasu the Grocer

Ajji's House

=

Name: Class: Div: Roll. No:

4