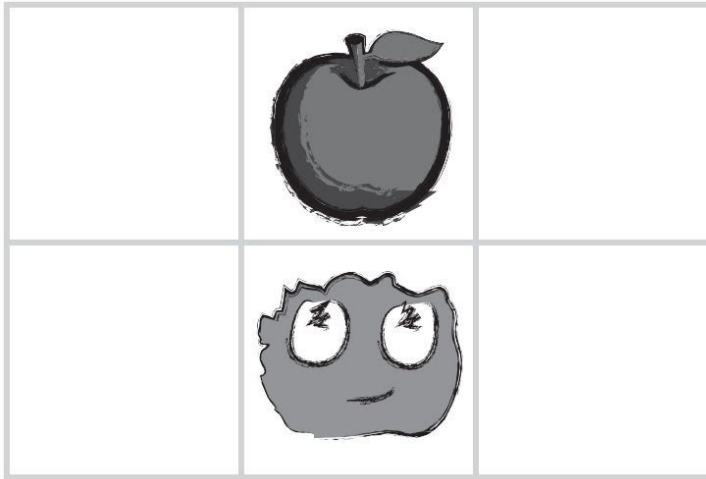


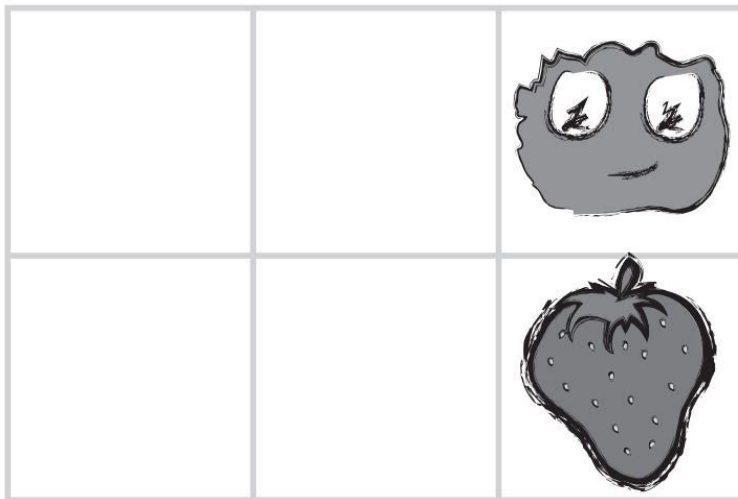
# Happy Maps



1. Which way should the Flurb step to get to the fruit?



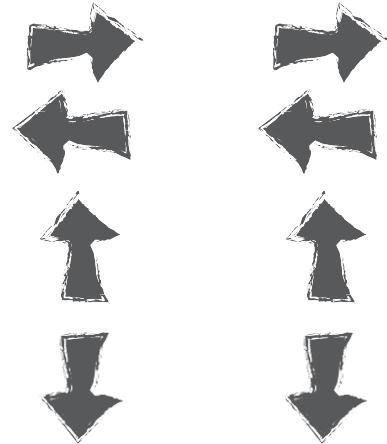
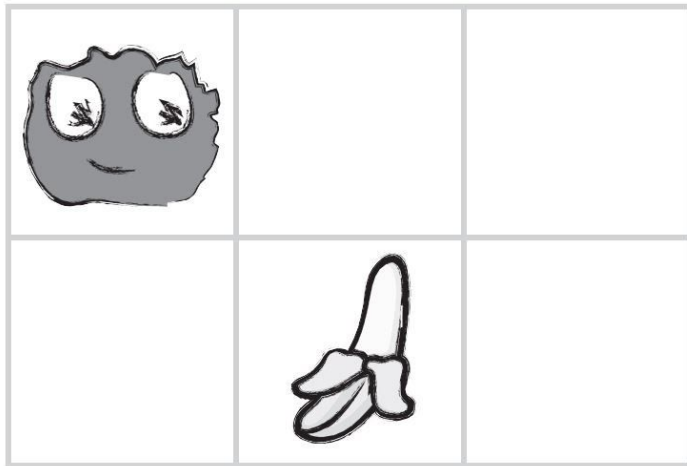
2. Which way should the Flurb step to get to the fruit?



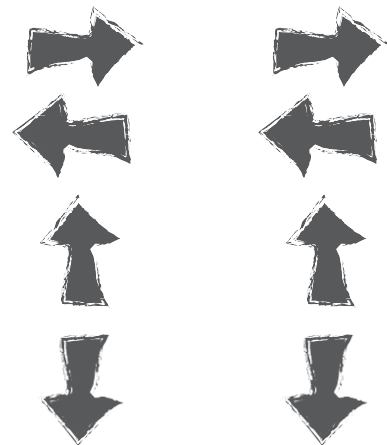
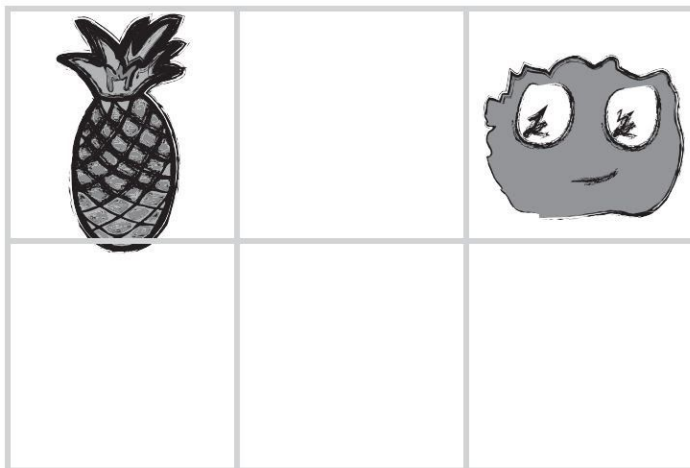
# Happy Maps



3. Which two ways should the Flurb step to get to the fruit?



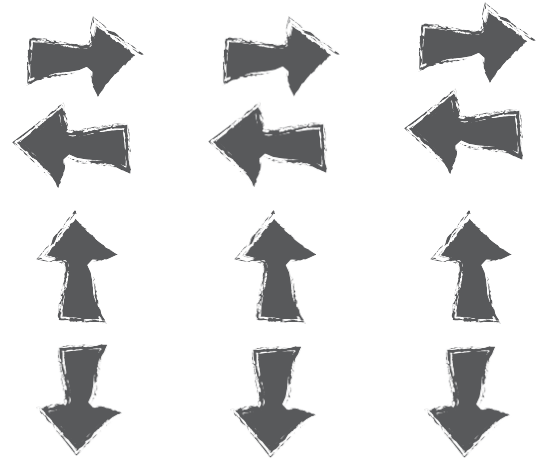
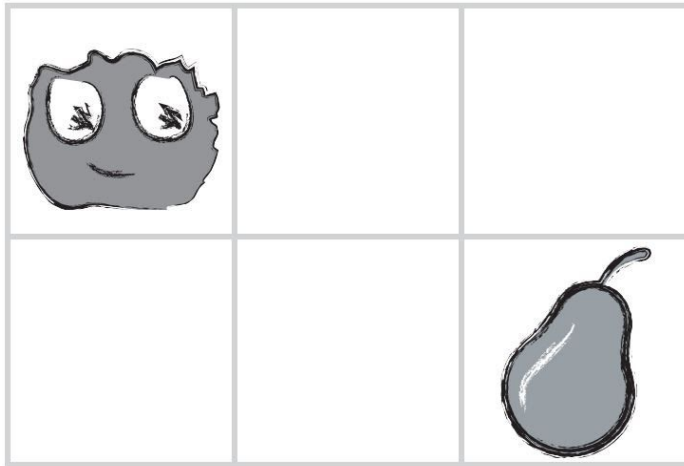
4. Which two ways should the Flurb step to get to the fruit?



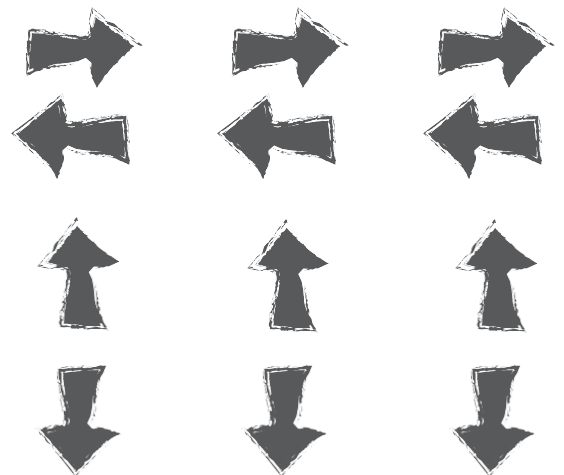
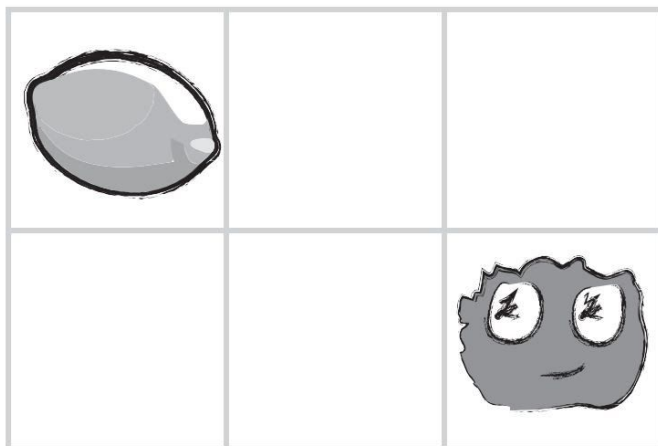
# Happy Maps



5. What should the Flurb do to get to the fruit?



6. What should the Flurb do to get to the fruit?



Name(s) \_\_\_\_\_ Period \_\_\_\_\_ Date \_\_\_\_\_

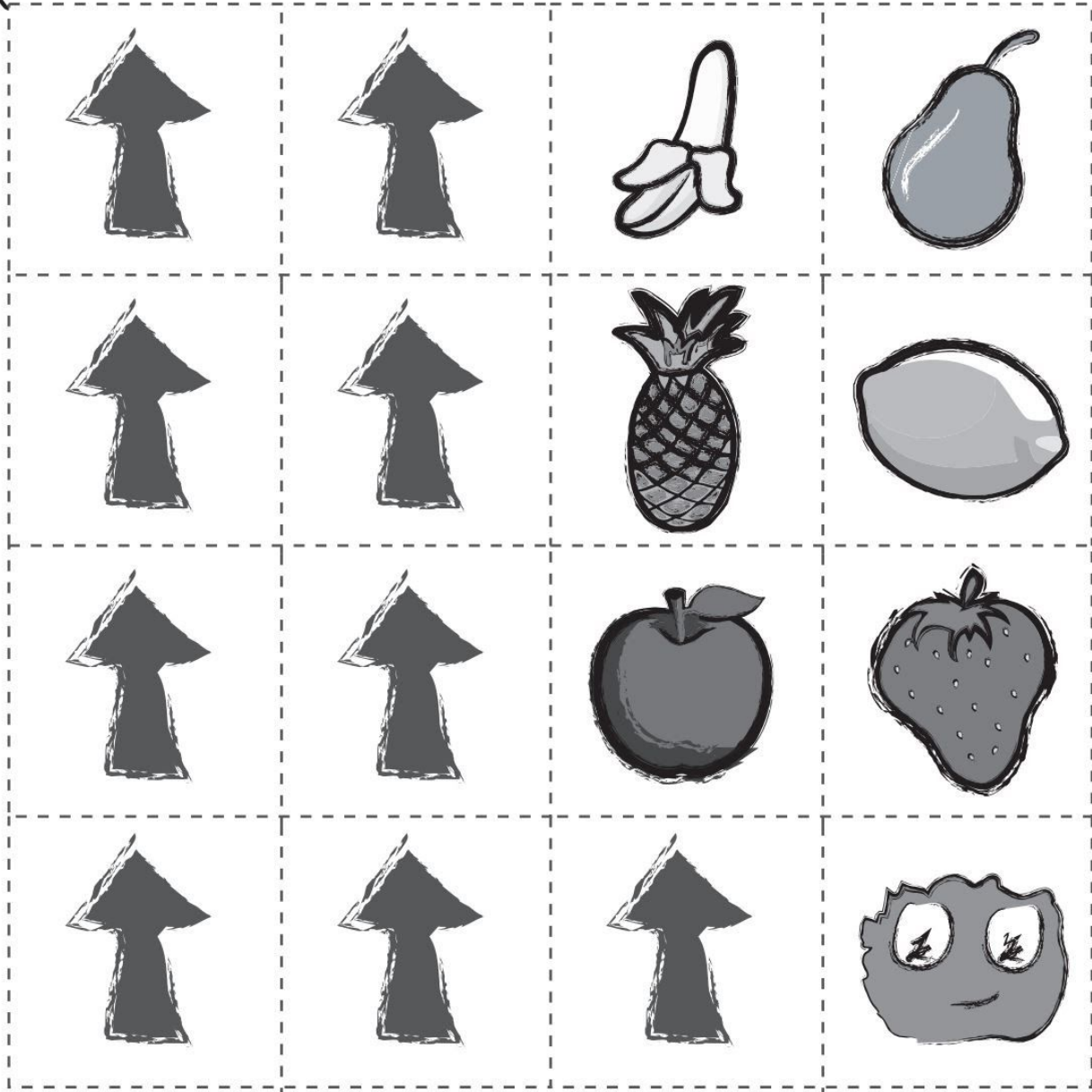
# Happy Maps






# Happy Maps Game Pieces

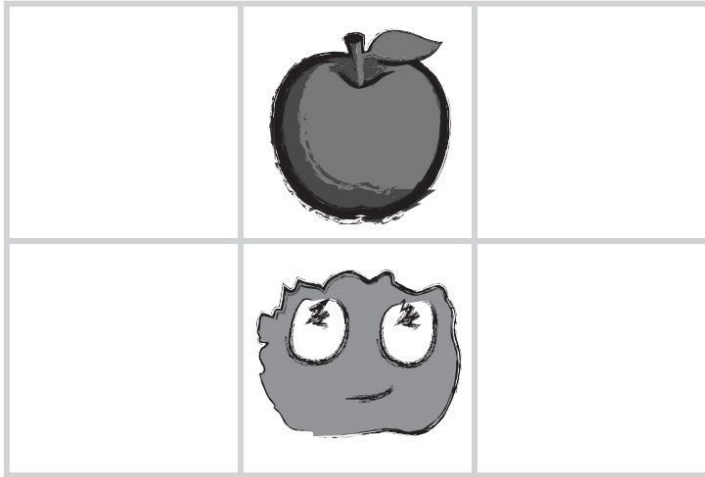
C O  
D E



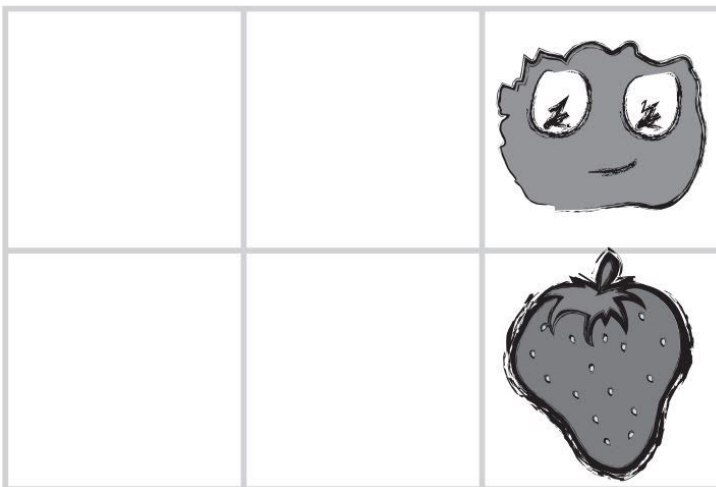
# Happy Maps



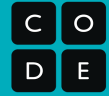
1. Which way should the Flurb step to get to the fruit?



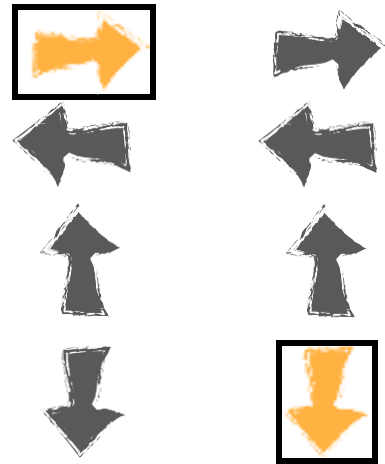
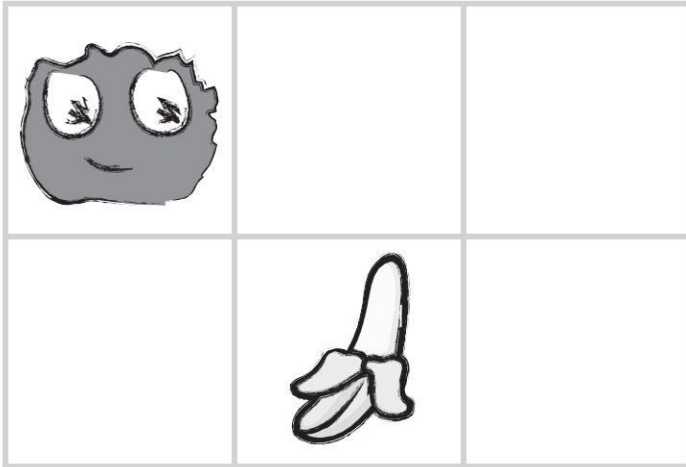
2. Which way should the Flurb step to get to the fruit?



# Happy Maps

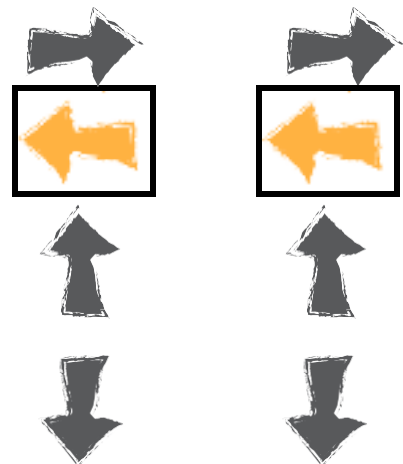
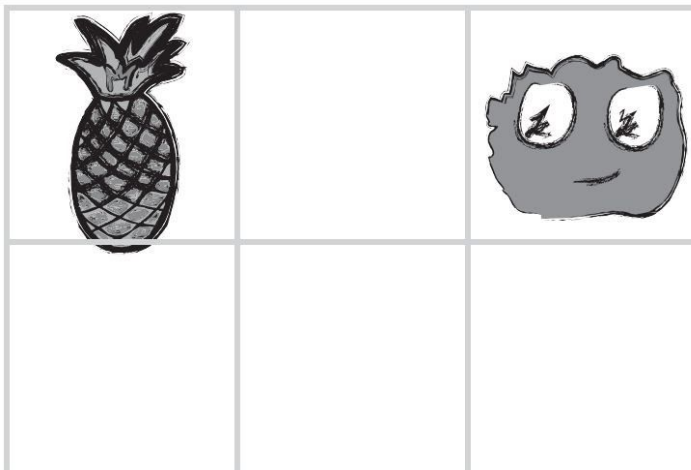


3. Which two ways should the Flurb step to get to the fruit?

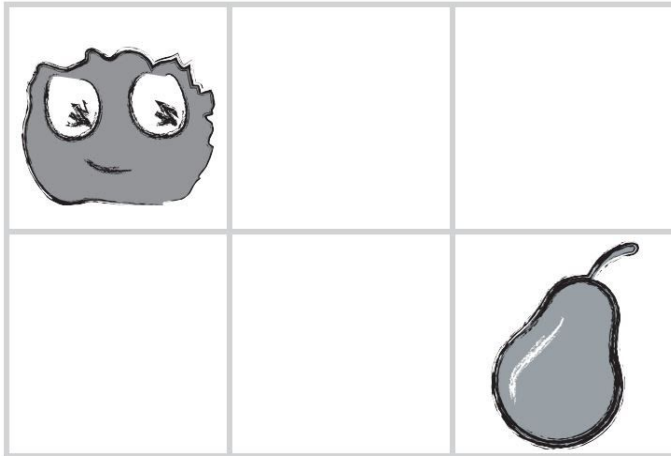


(2 possible answers)

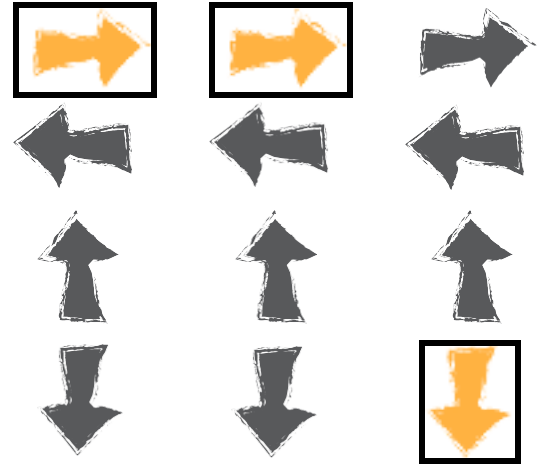
4. Which two ways should the Flurb step to get to the fruit?



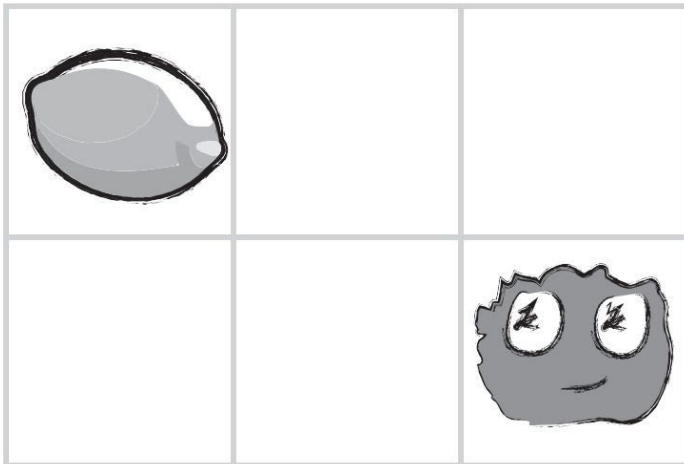
# Happy Maps



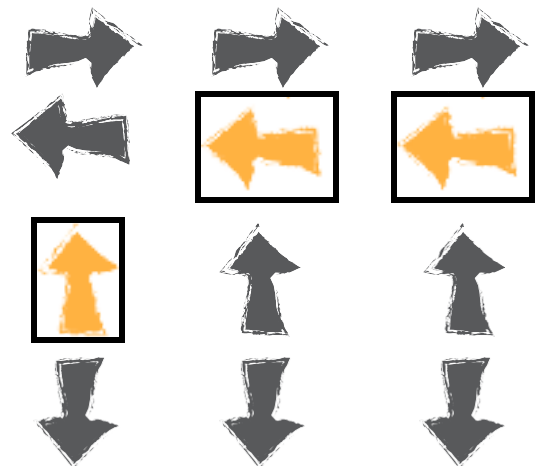
5. What should the Flurb do to get to the fruit?



(3 possible answers)



6. What should the Flurb do to get to the fruit?



(3 possible answers)